THE WORLD'S **ONLY** MAGAZINE FOR HAND-HELDS!

HAND-HELD GO! VIDEO GAMES

ISSUE 21 JULY 1993

FREE!

DISNEY'S HERE...

TALESPIN

... ON YOUR GAME GEAR

BID
HIGHER FOR HIRE

LEMMINGS!

ON LYNX AT LAST!

EXCLUSIVE!

PC KID 3

RETURN OF THE KID!

INSIDE

TOM AND JERRY ● ASTERIX ● RAGING FIGHTER ● GORDO 106 AND MUCH MORE!

GAME BOY GAME GEAR LYNX GT

MORE TIPS THAN YOU CAN SHAKE A STICK AT!

A veritable cornucopia of Megadrive tip delights are now yours for the asking. Marvel at the MEAN MACHINES Megatech Megadrive Megatips book, on sale at all good newsagents from December 15th, priced £2.95.

HAND-HELD GO! VIDEO GAMES

Whoa momma! 21 today! Who'd have believed that GO! would reach that age when it's allowed to do things it wasn't supposed to be doing before? Mind you, we've never worried about things like that – when sad mags kept telling us 'You can't fill your pages with the best that the hand-held world has to offer and still cost not one shiny new pee', we just stuck our fingers in our ears, shouted something very rude and kept on doing what we've done from the very start. To celebrate our coming of age we've delved into the murky depths of Portable Land and raked in some of the finest – and newest – games around, including the superb PC Kid 3 on GT, Tom And Jerry on Game Gear and the game every Lynx owner has been gagging to get his hands on for yonks; Lemmings! While others charge you for a load of crap, we at GO! just cheer and clap – 'cos we're the best! Enjoy.

PAUL RAND

GAMES IN THIS ISSUE!

ISSUE 21 JULY

6 TOM AND JERRY

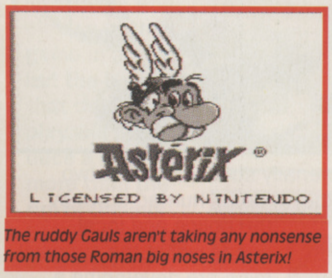
Get ready for cartoon capers galore as the crazy cat 'n' mouse duo burst onto your Game Gear screens in Sega's latest platform romp! Is it purr-fect? Go and find out!

8 POPULOUS

The computer and console hit makes its hand-held debut on the Game Boy! The graphics look ace, but how well does the gameplay measure up?

10 ASTERIX

That fine and froody Frenchie takes a swig of special potions and smashes its way onto the Game Boy! It's Gauls Vs. Romans all the way – and it's 'une hit'!



The ruddy Gauls aren't taking any nonsense from those Roman big noses in Asterix!

Get with the beat with the Jungle Book's favourite hero Baloo the Bear as he sails through the air!

24 TALESPIN

Baloo of Jungle Book fame flys an airplane as a top cargo transporter – but evil Karnage and his Air Pirates are out to stop him!

19 RAGING FIGHTER

Okay, so we had you with the Streetfighter 2 Game Boy April Fool last year, but for now this is the closest you're gonna get to it!

20 PC KID 3

He's back! Making a welcome return to the Stone Age after his futuristic adventures in Air Zonk, PC Kid stars in the third installment of prehistoric platforming perfection!

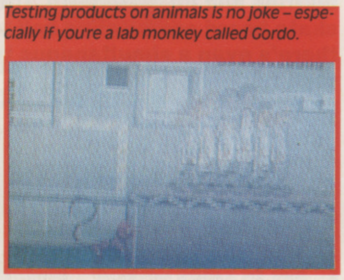
22 LEMMINGS

Oh no! We've waited an absolute age for the Lynx version of what is one of the most addictive games ever, and now it's here, what do we think of it? There's only one way to find out – check out that GO! Review NOW!

26 GORDO 106

Hailed by Atari as the Lynx's answer to Sonic and Mario, Gordo is different to your average game hero. He's, erm, a laboratory monkey. Still, the game's great – take a peek at this oh so hot, review!

Testing products on animals is no joke – especially if you're a lab monkey called Gordo.



EDITOR: Paul Rand ART EDITOR: Jon Billington DESIGNER: Julie Heap WACKY FUNSTERS: Paul Anglin Steve Keen Gary Whitta Garth Sumpter AD MANAGER: Jim 'Just a Peck' Owens AD EXEC: Sarah Connell PRODUCTION ASSISTANT: David Nye PRODUCTION MANAGER: Sarah 'Keys' Hillard MANAGING EDITOR: Steve James FA(T) CUP WINNER: Garry Williams MANAGING DIRECTOR: Terry Pratt PRINTED IN THE UK BY: Kingfisher Web, Peterborough COLOUR BY: PrePress, London EC1 GO! EDITORIAL AND ADVERTISING GOSSIP FACTORY: GO! Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6701 HANDY TIP: 'Yale' be sure of a good time if you forget 'em COPYRIGHT WARNING: Buy before you try or you'll be locked up – oh my!

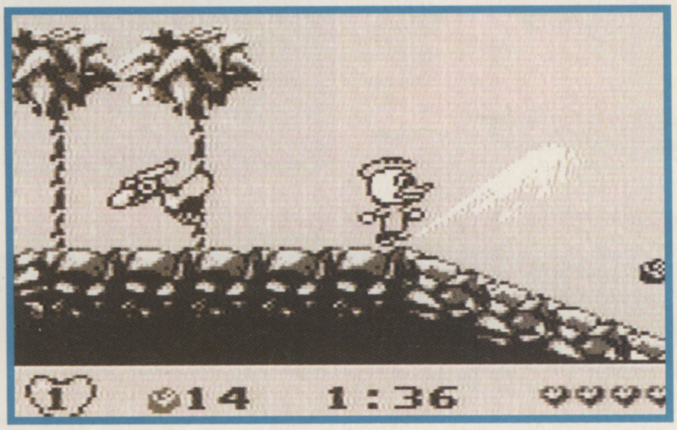
NEWS

LYNX STINKS - NOT!

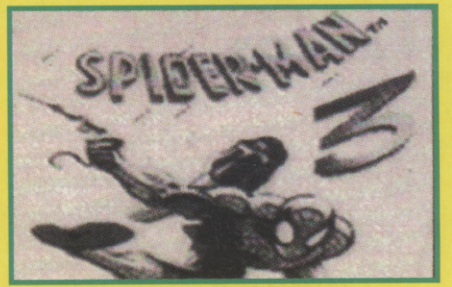
Wow! What a month Atari is about to have! The Slough-based company is finally getting its act together with a fistful of games chomping at the bit ready for a July release. Most notable will be the long-awaited Lynx version of Eye Of The Beholder. By all accounts the stunning RPG will be exactly the same as the Amiga version and will even have a special Rom chip bolted on, allowing you to save your position in the game! The revolutionary device and game are being developed in the states by NUSX, the geezers behind Blue Lightning. Lynx versions of Jimmy Connors's Tennis and Malibu Bikini Volleyball are also on the cards, so it seems Christmas has come early to all you lucky babe-starved Lynx owners. Hurrah for you all!

DUCKING AND DIVING

There's a new software company on the scene. Laser Beam has been operating out of Australia for quite a few years now, most notably producing the awesome Super Smash TV on SNES, and they've finally made it to the UK! The firm's first two releases on the Game Boy will be Penetrator and the surprisingly slick Ed The Duck! Not much is known about the former, but the early version we've seen of the game starring the Children's BBC star is amazingly good! Ed takes on the role of a Sonic-type character propelling himself through level after level of hills and dales, collecting seeds and leaping off huge ramps. The action's kept at a super-fast pace with little signs of blurring and no slow-down. The aquatic hero can collect a skate board and bowling ball to add to his arsenal and there's even a simultaneous two-player feature. Watch GO! for a full review soon.



MARVELLOUS RETURNS



Spidey's back on the Boy! The webbed wonder is going for the hat trick with his next outing on Nintendo's hand-held. Spiderman 3 - Spider Slayers has been coded as a direct result of the phenomenally successful first two Game Boy carts in America. Spidey's being hunted down by the police and local hoods whilst the super-villains are developing a special weapon to destroy our hero. The graphics look better than any Spiderman game we've seen before on the Game Boy and, although an official release date is yet to be announced, we'll be bringing it to you first!

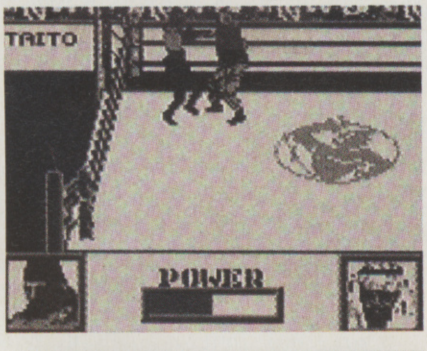
TOP STUFF FROM THQ!

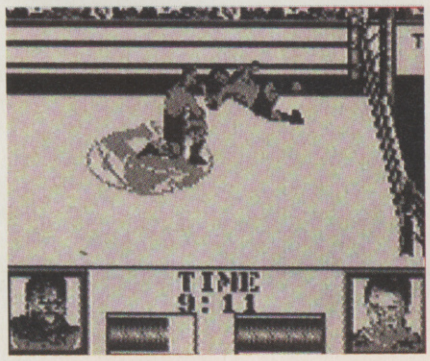
BOTTOMLESS PIT AHEAD

THQ managed to pick up a bit of a bad reputation when its early console releases hit these shores, most notably the dodgy Home Alone and Home Alone 2. However, the company has listened to the punters and is giving itself a new image, grabbed a new UK PR agency and picked up a whole host of hot licenses in order to catapult itself right back onto the videogames map. Along with a stack of SNES and NES titles which the firm is putting the finishing touches to, THQ has penned in Wayne's World and Taz Mania on Game Boy for August and October releases respectively. Wayne's World looks set to be a fairly straight conversion of the Super NES game (reviewed in this month's CVG), in which Wayne is sucked into a video game and must save his friend Garth from all manner of beasties, while Taz Mania is likely to be more akin to the excellent Game Gear version than the Mode 7 racing game on SNES (funnily enough, also in CVG this ish!). Both titles sound promising, but the proof of the pudding will be in the playing, as they say, so keep 'em peeled for forthcoming GO! Reviews – can you afford to miss out?

MORE FISTICUFFS!

Taito return with yet another beat 'em up, loosely based on the wrestling theme. Ring Rage pits fighters against one of five opponents inside an enclosed ring to basically knock the stuffing out of each other! Travel all over the States as one of five battling boy brawlers who specialise in their own special skills. Ko's a kickboxing champ, Yasha dabbles in karate and Spike, Gunboat Rody and Shadam are of the beefy wrestling variety. We've only scanned a few piccies of the game in action, but the hope is that the gameplay will produce a little more than the run-of-the-mill button bashing employed by most grappling carts. Ring Rage still looks neat and is definitely one to keep your shirt sleeves rolled up for!





BATTERY SOLUTION

3
SEGA
GAME GEAR

What's the bane of every hand-held user's life (apart from racing to your newsagents and finding out that they've sold out of GO!)? Why, battery drain of course! It costs, on average, about £1 an hour to run your Game Gear on normal batteries but now, thanks to an ace company called Logic 3, there is an alternative. Their handy battery charging pack is exclusively designed with hand-held users in mind and the double pack unit slots straight into the back of your Gear in an ergonomically pleasing way, replacing the two normal flaps at the back completely. The unit should be available from most computer games stockists and gives you two hours of constant play for each charge.

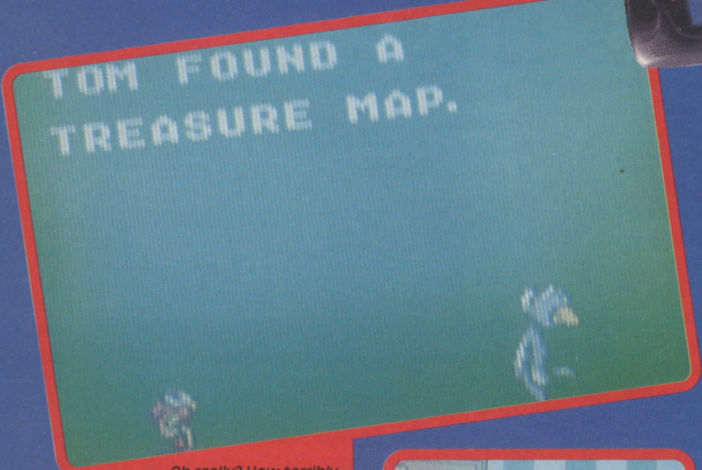
TOM and JERRY

Is there anyone out there who hasn't heard of Tom and Jerry? Shame on anyone who's sad enough to put their paw up! We all know that Tom and Jerry are everyone's favourite cartoon characters, but now, thanks to Sega, they have a handheld adventure all their own! Tom has found a treasure map that he hopes will put him in feline heaven, but Jerry's stolen it and shredded it into several pieces for safe keeping. What follows is exactly what any fan of the cartoons would expect – a cat and mouse chase across five stages whilst Tom tries to grab back the pieces of the map. Tom may be fast but Jerry can still make a serious dent in what's left of the cat's nine lives!

LET'S PLAY!
TOM and JERRY™
THE MOVIE

That's just the start, folks!

GAME GEAR BY SEGA £24.99



TOM FOUND A
TREASURE MAP.

Oh really? How terribly interesting!

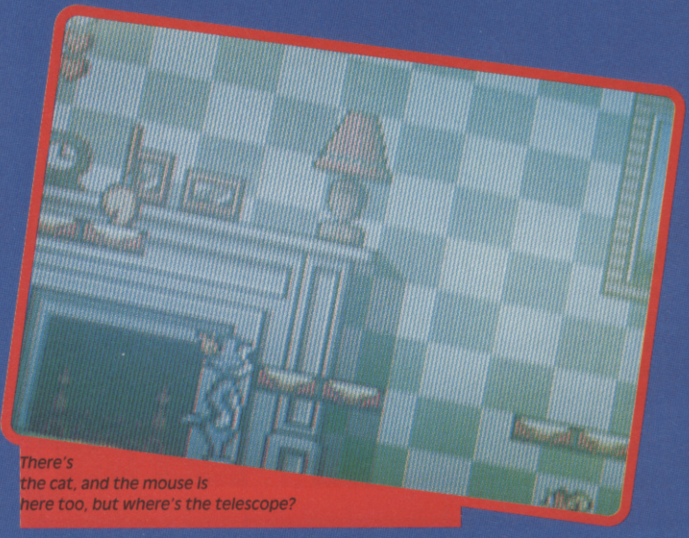
LOOK OUT!

Tom's always led an adventurous life – no doubt due to the influence of his other cartoon half. The rotten little rodent, Jerry, can make his mythical nine lives hell on the GG too. All Tom can do is to make the odd lunge of hope every time he gets close enough. Jerry seems to have a never ending arsenal of goodies with which to slow Tom down and chip away at his five lives. The mouse's dropped bombs are one of the reasons that Tom needs to take to the air on platforms every now and then. That's the only way he can avoid Jerry's droppings (Fnar!)

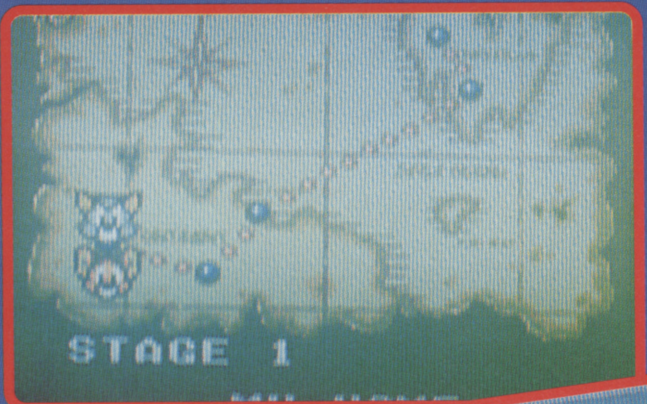
Down at Tom's house, for a spot of cat 'n' mouse malarky.

CAT'S CLAWS

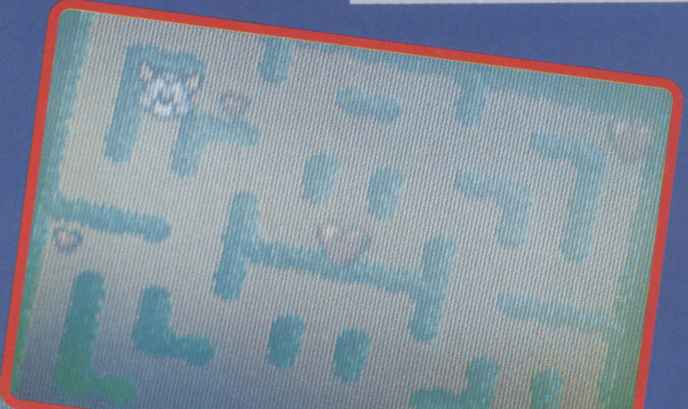
If there's one thing that cats are particularly good at, (apart from leaving piles of crap in your slippers), it must be catching mice. However, for Tom, things never seem to be quite that simple. The game starts in Tom's house with the map-shredding Jerry just ahead of him. Tom has to chase the pesky rodent and get close enough to him to try a cat-like leap. If our puss can scoop up the pest he can toss Jerry about a bit until he gets a part of his treasured map.



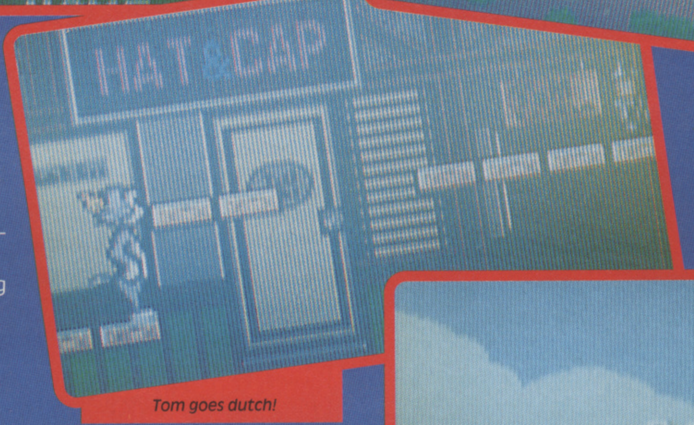
There's the cat, and the mouse is here too, but where's the telescope?



There's a long way to go after this!



Fun and laughs and PacMan japes abound in the Tom And Jerry bonus game!

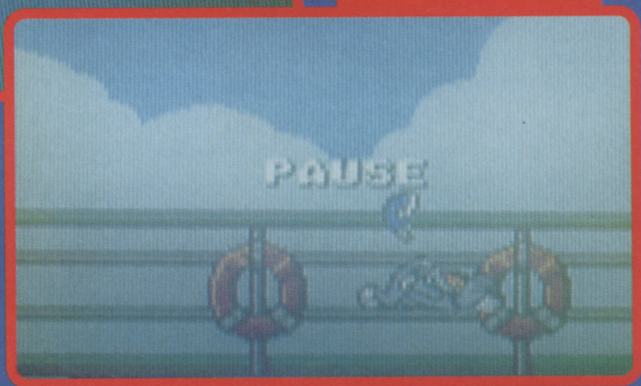


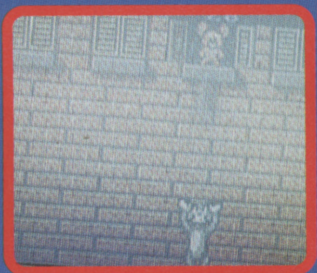
Tom goes dutch!

LEVEL HEADED

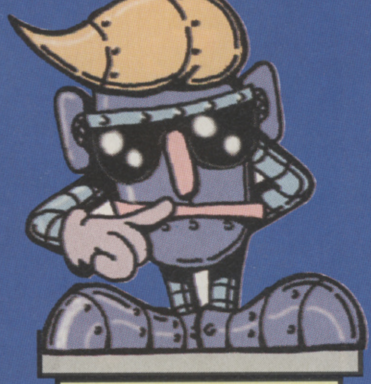
If Tom can't catch Jerry before the end of a stage then Jerry will hide behind one of his end-of-level chums. These are normally tough suckers, beginning with a dog, who unfortunately doesn't look anything like Tom's arch enemy Spike. There are five guardians in all and it should be little time before you see all of them. Each level, although tricky at first, becomes quite easy, and quite quickly.

Ha har, Jim Lad, where's me fishy fingers?





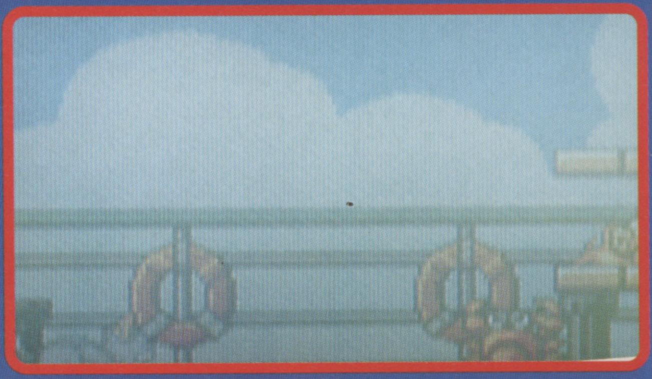
Bonus game two – catch the red cannonballs that Jerry is throwing down, but avoid the black ones, 'cos they're not very nice.



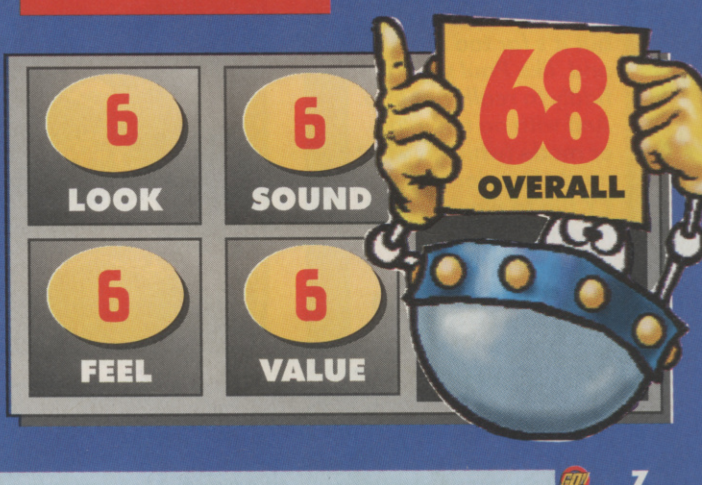
> **'Tom and Jerry the Movie really didn't quite do it for me. Sure the game is funny, has simple backgrounds and accurate graphics of the two main players, but it all becomes a little too repetitive, even by level three! The bonus games between levels are dull, simplistic and uninspired and after a while would even bore the tail off a real T&J nut!'**
>
> **PAUL RAND**

AND THERE'S MORE

As a furtive little rodent, Jerry's left his calling cards all over the screen – there are loads of traps throughout the levels that Tom will have to avoid if he's to stand any chance of sinking his claws into the dirty little rat. There are bombs scattered everywhere and if Tom steps on one he gets severely singed in true cartoon style. The graphics for this are great and would be really funny if it wasn't for the fact that each bang will have a disastrous effect on Tom's health and allow Jerry to widen the gap between them. It's really a dog's life for Tom 'cause there are falling chandeliers, cannonballs, crumbling platforms and even dreaded animated brooms to contend with.



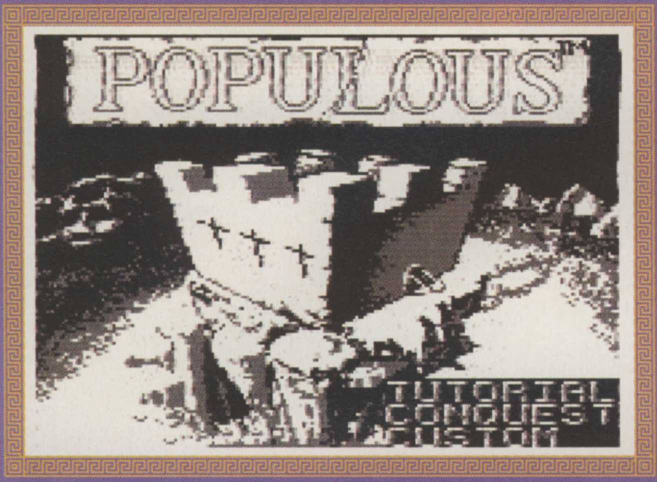
Tom seems to have a big crab problem!



6 LOOK	6 SOUND
6 FEEL	6 VALUE

68 OVERALL

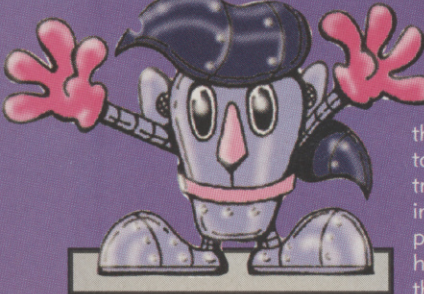
POPULOUS



The very interesting title screen.

Bullfrog's almighty God-game just keeps marching on and on. Four years since the release of the original Amiga version, and after being converted to almost every home system imaginable, Populous has finally been shrunk to fit onto the Game Boy. But can a game that made use of amazing technical effects and sophisticated mouse control in its original versions really work on Nintendo's little handheld? Well, Imagineer haven't skimped much and have had a bloody good crack at making it work!

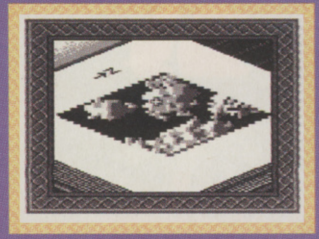
GAME BOY BY IMAGINEER £24.99



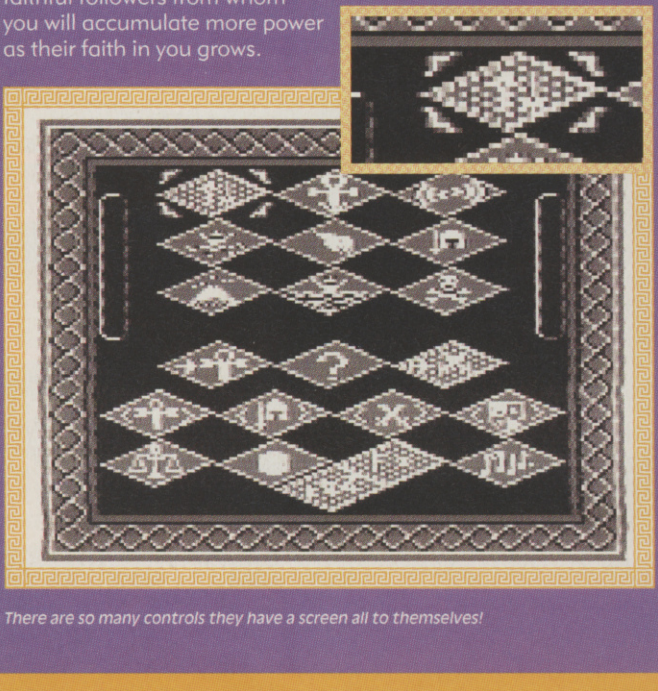
BY THE GODS!

Populous was the first of the God-games, and it's still one of the best. As a minor deity anxious to increase His power, you take charge of a small band of mortals and attempt to gain control of over 5,000 isometric landscapes by wiping out the opposing (evil) God and His followers. It's like playing chess with real people as the pieces, but there's a lot more to it than that. You have no real control over your followers, but you can encourage them to go forth and multiply by manipulating their world. Flatten out the landscape so they can build houses, settle down and, once surrounded by domesticity, settle down to some breeding! The Ensuiong baby boon will provide you with more faithful followers from whom you will accumulate more power as their faith in you grows.

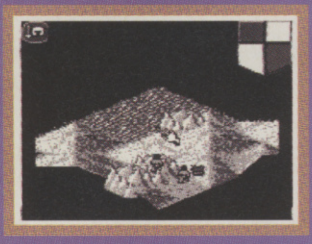
> *❛ Oh dear. It's a shame to see such a great game reduced to this. Populous is a game all about power, and unfortunately the Game Boy just doesn't have enough of it to make this version worth the effort. The converters have done the best of a bad job, but it's far too slow and, like Paul says, too fiddly to really get into. And with no two-player mode (which is what made Populous REALLY fun to play), I can't find much to recommend this. Buy it if you really must! ❜*
>
> *STEVE KEEN*



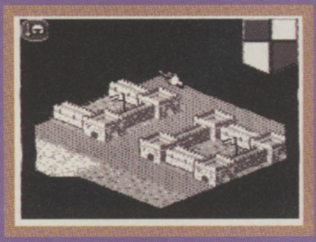
Refer to the map for the world view.



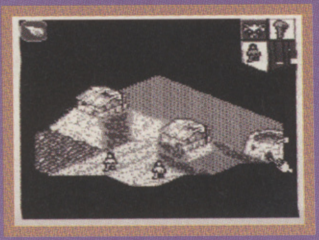
There are so many controls they have a screen all to themselves!



These people need flat land to settle. Make them some!



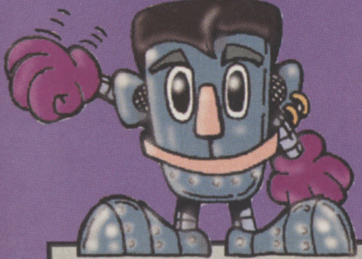
An Englishman's home is his castle - and these fortresses are the best on offer.



If you turn this sea into land your people will begin to settle.

VIVA VICTORY!

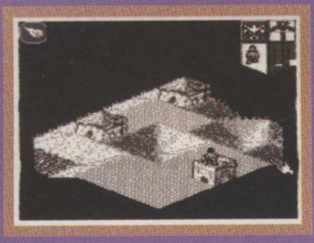
The game ends when the opposing God's army has been completely destroyed - then you get a level code and it's onto the next landscape. But be warned, as each of the 5,000 worlds has its own set of rules and a computer-controlled opponent of increasing difficulty! Fortunately there are places to practice your Godliness, like the Tutorial and Custom modes, where you can try out different tactics and effects without any of the constraints of the more serious Conquest game.



> ❛ I've always been a big fan of Populous, but never thought it would work that well on the Game Boy - and it looks like I was right. The game was never designed to be played on a little handheld with tiny graphics and fiddly controls, and though it's still a timeless classic, it's difficult to get any real satisfaction out of playing it like this. If you want to play Populous, get it (or, even better, the sequel) for your computer or console and give this handheld version a miss. ❜
>
> PAUL ANGLIN

SPECIAL EFFECTS

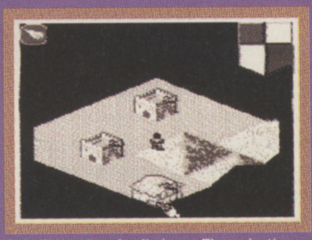
Increasing your own population is one thing, but the real name of the game is wiping out the opposition. Should the two opposing armies meet they'll fight, but you'll never kill everyone this way. It's a good thing you're a God then, and can use your powers to rain down divine retribution on your opponents' people! Swamps, Firestorms, Volcanoes, Floods and other acts of God can be summoned up to wreak havoc on the enemy landscape and make life difficult for your opponent, but you have to accumulate plenty of power before you can afford to carry out these elaborate effects.



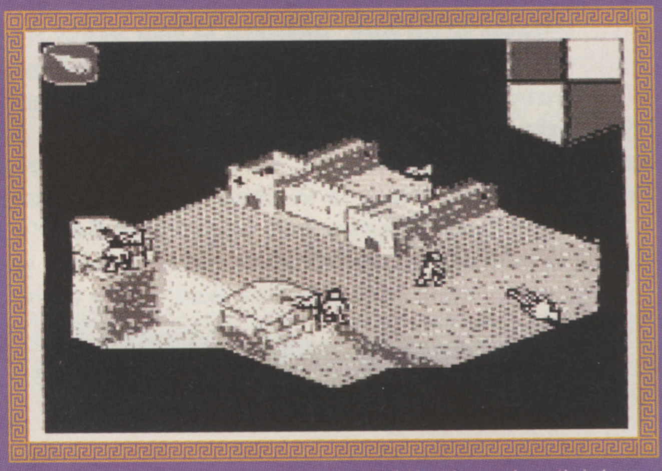
Little does this enemy village know it's about to be burned down. Ha ha!

WHAT'S MISSING?

In the course of conversion from the computer and console versions to the Game Boy, some of the game's features have had to be lost along the way. The most important omission (and a strange one, we think) is the player-vs-player mode - it seems logical, but you can't connect two Game Boys together to play against a pal. So far as the main game is concerned, though, most of the features remain intact and should be familiar to Populous fans (along with the original theme music), but it will take a little while to get used to the new control method - if you've played it on console you'll know how frustrating it can be until you get used to it.



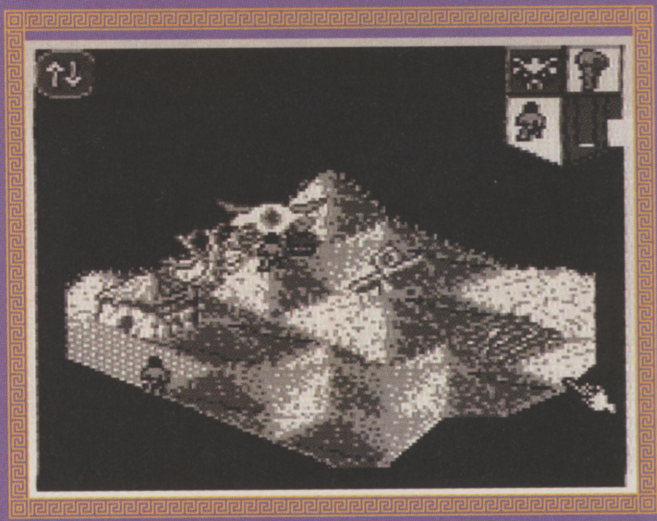
This little chap is all alone. There isn't enough room to build a house, so he'll have to go and sleep under the bridge.



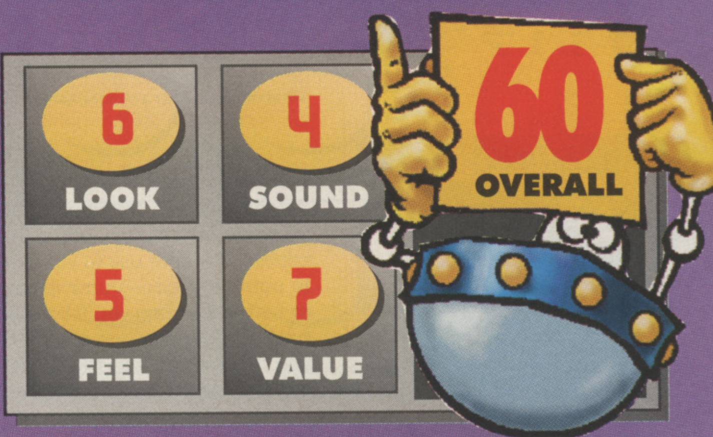
Aah, isn't it nice to see this village getting along well. I bet they can leave their doors open all night. And you could buy a house for a tenner.

ICON DO THAT!

The most important thing to remember about Game Boy Populous is that, because the screen is so small, the programmers haven't been able to squeeze all the features from the original game onto the screen at the same time. So on the main game screen you can see the scrolling landscape, but to access any of the control icons or view the big map of the whole world, you have to flip to two separate screens. In fact the screen is so cramped that you even have to scroll across to read the text messages! It has to be said this is a bit of a pain (in the computer and console versions, everything fits neatly into one display), but it's difficult to imagine how else it could have been done, given the Game Boy's piddly resolution.



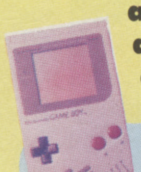
The papal magnet can be used to attract your followers. It also looks quite imposing, which should keep the baddies at bay.



6 LOOK	4 SOUND
5 FEEL	7 VALUE

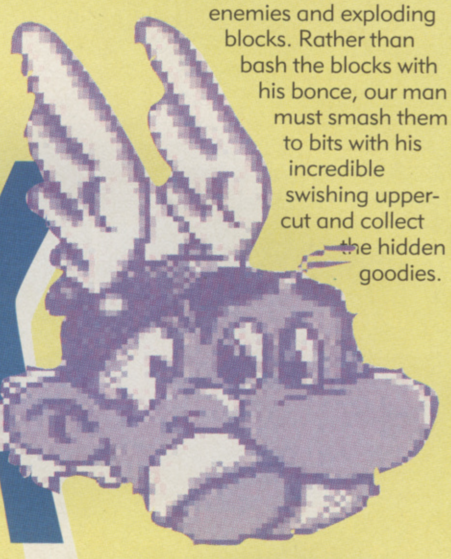
60 OVERALL

Believe it or not, Asterix is the most popular cartoon character in the world. The tiny Gaul and his chum's adventures have sold more than 250 million comic books and been translated into more than 50 languages! Just as Mickey and pals have their theme parks, so too does Asterix and his mates. The French Asterix Park is visited by more tourists than Alton Towers and Euro Disney put together! So it's only natural that such a hugely popular character should get a game of his very own and Infogrames has come up with just such a cart – and not before time, too! Asterix's fat pal Obelix has been kidnapped by the Romans and it's your job to fetch him back home again



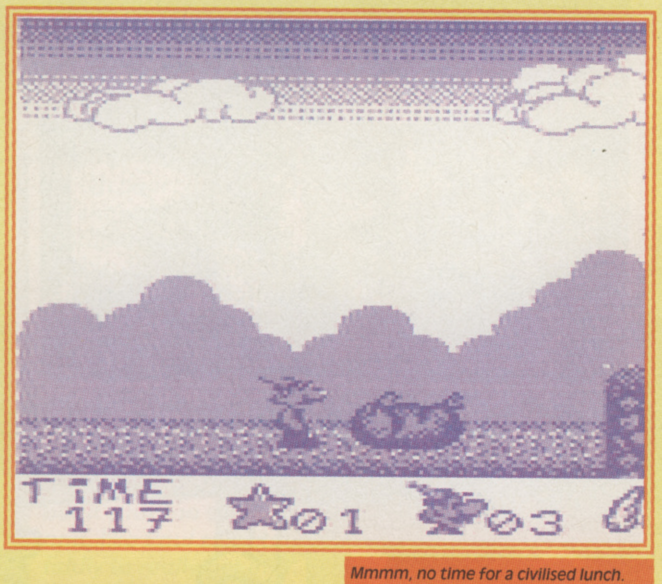
GAME BOY BY INFOGRAMES £24.99

Asterix

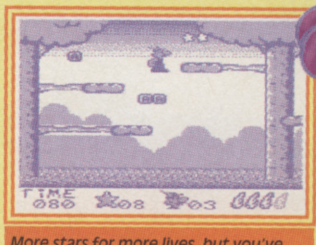


PICK'N'MIX

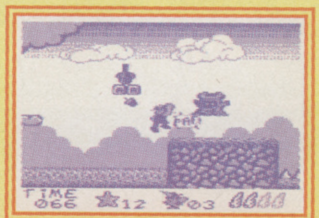
It has to be said, Asterix on the Game Boy is not at all unlike Super Mario Land. The stumpy warrior hops, jumps and thumps his way through five platformed levels, a few of which could have been lifted straight out of Nintendo's flagship baby. Not that that's a bad thing at all, because the gameplay's as smooth as a Chippendale's chat-up line! Asterix's way is paved with moving platforms, venomous enemies and exploding blocks. Rather than bash the blocks with his bonce, our man must smash them to bits with his incredible swishing uppercut and collect the hidden goodies.



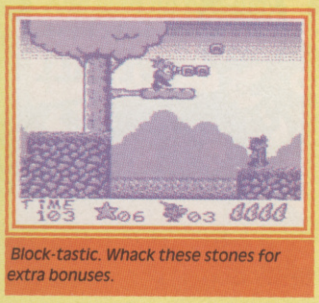
Mmmm, no time for a civilised lunch.



More stars for more lives, but you've gotta work for them.



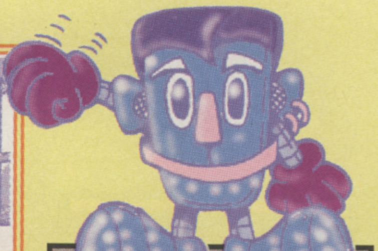
Even tree stumps have feelings, thank goodness! (You raving hippy!) -Ed!



Block-tastic. Whack these stones for extra bonuses.

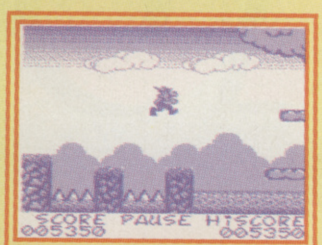
EPILEPTIX

Asterix's world is far from empty. All the levels are guarded by pike-bearing soldiers, boars, ravens and beasties. Some of the critters are more use to you alive than dead. The huge boars tend to patrol the razor-sharp spike areas – if you can time your jumps to perfection then you'll be able to pounce onto the animal's back for safe passage across. But the real fun's in the blatting! If you can land one on the boars' noses they turn into grub and you can gobble the roast carcasses up for extra energy.

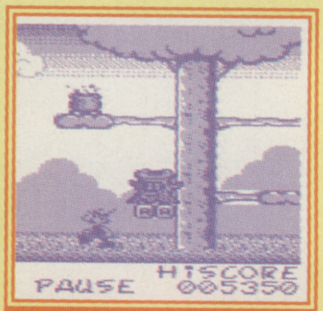


‘Asterix is very similar to Mario, but what platform game isn't? The sight of someone flying up off the screen leaving their boots on the ground after a hefty whack on the chin is skill. Graphics are nicely detailed, with a well-drawn Asterix backed up by brilliant comic book sprites, all shifting around at a nifty pace, and spicy backdrops. All I can really say about this is – Getafix of Asterix!’

PAUL ANGLIN



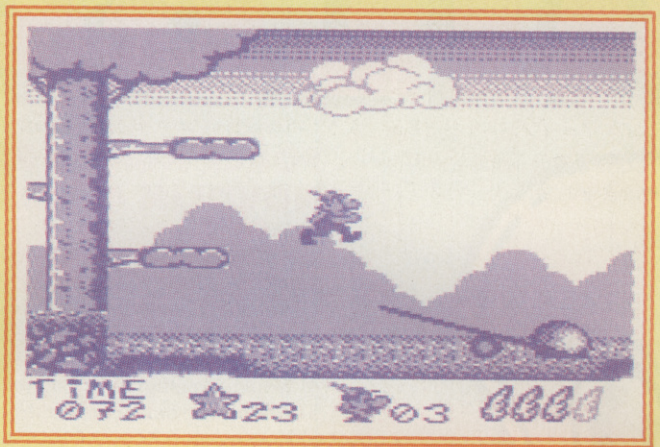
He maybe a little guy, but Asterix can jump!



Climb the trees to get the fabled magic potion.

LEVELTACTIX

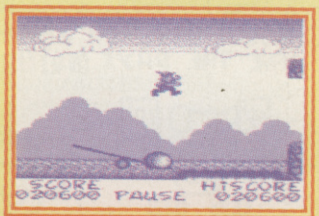
Asterix fans will know that the Gauls are a pretty weedy bunch and can't scrap to save their whiskers. However, thanks to the old druid Getafix and his magic potion, just one sip and the meek farmers turn into superhuman battling barbarians with the strength of 20 men! Barrels of the potion can be found on every level and make your character momentarily invincible! You can charge through any object unharmed and virtually the only hazards that'll stop you in your tracks are cliffs and bottomless pits. These are pretty hard to see at the best of times, but when Asterix is at warp speed it's nigh-on impossible!



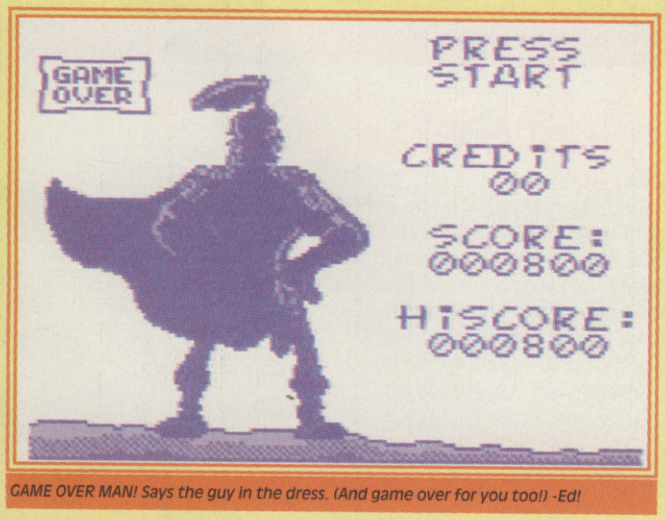
This is one jump you can't afford to miss, it's the exit.

VITALSTATISTIX

If you've seen Asterix before, you'll know that he wears strange looking wings stapled to his helmet. These wings are what you've got to look out for if you want to stay in the game. Each life starts off with three wings – lose these and you're dead. You can get up to four. though by looking inside blocks, or anywhere there's a perilous jump or particularly tough obstacle. The game's as hard as a mahogany marshmallow, so collect everything you see, even if you get sent right back to the beginning. Stars act in the same way as coins do in Mario Land, so collect 50 for an extra life.



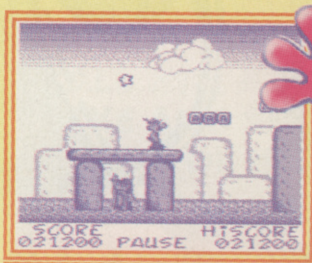
A real leap of faith on the seesaw of doom! (That's a crap caption!) -Ed.



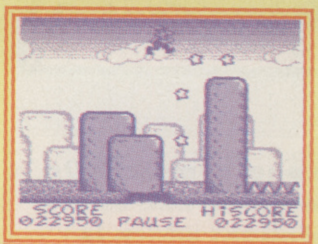
GAME OVER MAN! Says the guy in the dress. (And game over for you too!) -Ed!

GETYOURKIX

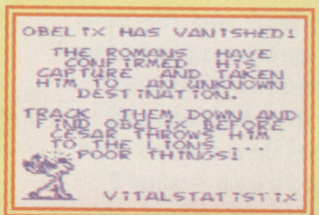
Asterix is one of the most fiddly games around. The pits are placed in the most awkward positions and just one slip will have you ripping your armpit hairs out as you are sent back at the beginning! Not only that, but it's also against the clock! Keep your eyes peeled for floating keys that open secret rooms to bagfuls of stars! Exit the level by springing up on a see-saw and catapulting the small frog through the air and right off the other side of the screen!



Good use of deodorant! That soldier's got no idea the Gaul's there.



Stonehenge or Mario Land? You decide!



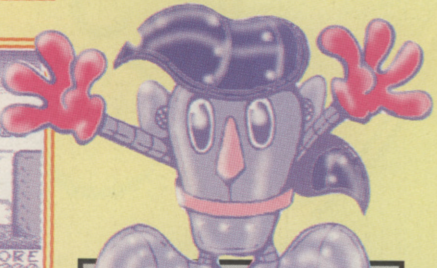
OBELIX HAS VANISHED!

THE ROMANS HAVE CONFIRMED HIS CAPTURE AND TAKEN HIM TO AN UNKNOWN DESTINATION.

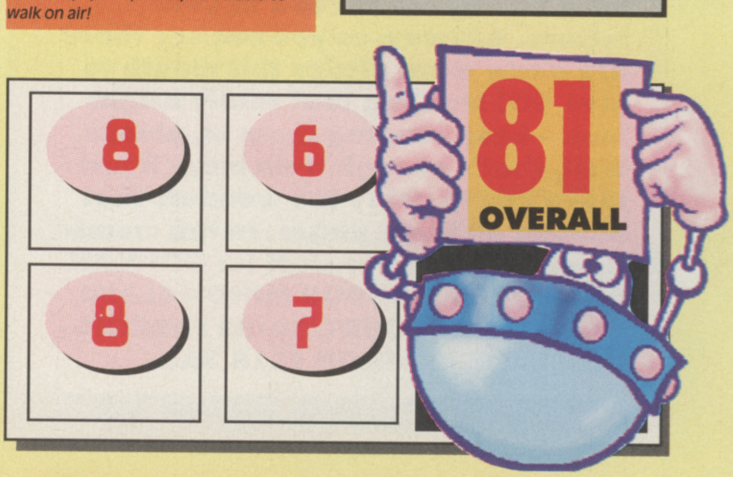
TRACK THEM DOWN AND FIND OBELIX BEFORE CESAR THROWS HIM TO THE LIONS... POOR THINGS!

VITALSTATISTIX

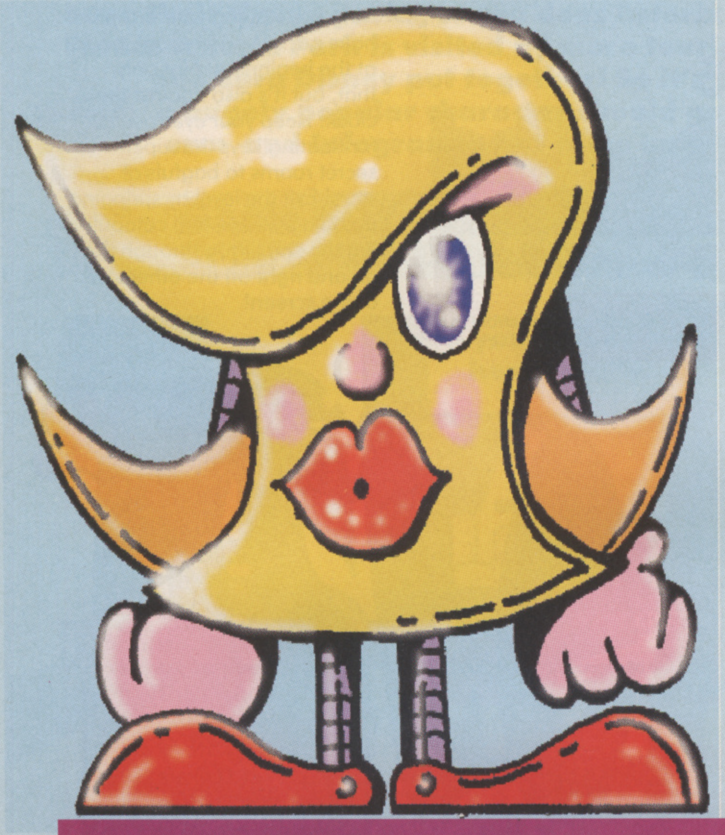
It's always pretty handy to be able to walk on air!



> *This one's easy. If you like Mario you'll love Asterix. To be honest there's little to set them apart. The graphics are different and our boy's developed a fearsome punch that sends the soldiers flying. Unfortunately, collecting stars and breaking blocks whilst you jump over obstacles and around platforms is all reminiscent of the plumber's antics. As it stands, it's a fab game with a great comic character.*
>
> STEVE KEEN



MAILBAG



Come one, come all! Do come along and enjoy the delight which is GO! Mailbag! First of all this month I have to start with a little apology; last month you might remember I mentioned a letter by a certain Perry Bleuth. It was a good letter, not that you lot would know because Jon decided to cut the letter off the page as there wasn't enough room – doh! Never mind, it's here this month so read at your leisure. Anyway, as you can see there are a few more piccies this month to give GO! Mailbag that really bright look – keep sending them in, please. Well, that's enough from me, I'll just leave you to enjoy the wonders that abound on these pages. In the meantime, send all your stuff to: GO! MAILBAG CORRUPTS YOUR MIND – CLAIM, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

FORCE HIM TO PLAY CAPTAIN NOVOLIN ALL DAY

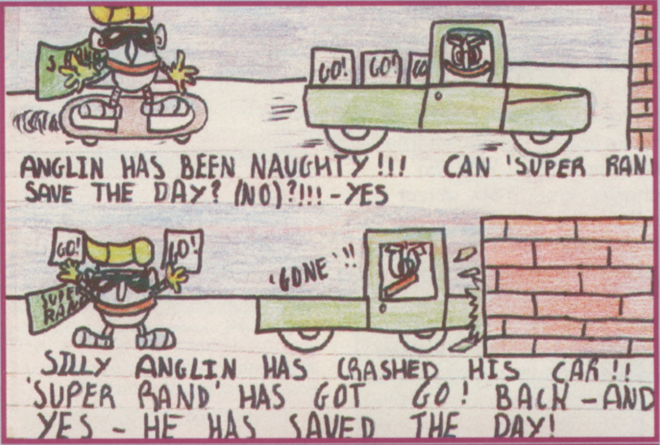
Dear **GO!,**

I'm thinking of getting a GT; could you please answer my questions?

1) Will the GT ever ever be released in Britain?
2) Is it better to buy the American or Jap version?
3) Has the price of a PC Engine gone down in America?
4) Would Streetfighter II Champion Edition come out on GT?
5) What is the best hand-held?
6) How much is it?
7) What is the worst hand-held?
8) What bit is the GT?
9) How may hand-helds are there and what is the best?

Simon Garraway, Southampton.

1) What with the obvious popularity of Streetfighter II it's possible that NEC would reconsider.
2) Well according to Matthew Philipps from New Barnet the Jap one is better 'cos the buttons look nicer! Seriously though it really doesn't matter.
3) Not recently, no.
4) Yes; see last month's news.
5) Depends how much you want to spend really.
6) See above.
7) Junior Pacman isn't desperately happy.
8) Eight-bit, same as the PC Engine.
9) Haven't you already asked this nine million times before?


GO!
GO!
ANGLIN HAS BEEN NAUGHTY!!! CAN 'SUPER RAN
SAVE THE DAY? (NO)?!!! -YES
GO!
GO!
SUPER RAND
'GONE'!!
SILLY ANGLIN HAS CRASHED HIS CAR!!
'SUPER RAND' HAS GOT GO! BACK - AND
YES - HE HAS SAVED THE DAY!

A frighteningly realistic interpretation of Anglin's sad driving antics from Kathryn Goodliffe of Filton, Bristol.

KNEECAP HIM WITH DOT'S KNITTING NEEDLES

Dear **GO!**,

I can't understand why you don't bring out GO! as an independent mag and sell it for about £20. I keep trying to find faults with GO! but there's not one yet, it just keeps improving. I love your April Fool jokes; in the '92 April edition there was an add-on for the Game Boy to let you play SF2. Now April '93 and Mini Mario Kart. I only really buy CVG for GO!; not that I don't like CVG, it's just that GO! covers all the hand-held games but in CVG it's Megadrive, SNES, Amiga etc.

Damien Hawker, Bristol.

Charge you for GO!? Never!!

TORTURE HIM WITH A WOODEN CHIP FORK AND A BOTTLE OF KETCHUP

Dear **GO!,**

To start I'd like to congratulate you on the brilliant April Fool joke you successfully pulled on us in the April issue of GO! It took me in until I realised that as you did last year with SF2 on the Game Boy, Mario Kart would never reach the GB. It's much too complicated and humungous for that. But if it did it would be a hand-held owner's dream come true. Anyway I have a few questions for you:

1) When will the colour Game Boy be released?
2) Will it be compatible with usual Game Boy carts?
3) If I already own a Game Boy will it be worth buying a new one?
4) Are new GB games going to be restricted to the colour GB or will they play on both machines?

Hadi & Jamil Maktabi, Lebanon.

Glad you liked the gag. Here's a few answers then:
1) It's all very quiet on that front I'm afraid.
2) Possible but unlikely.
3) I can't answer that one.
4) See 3.

INSIST THAT HE APLOLGISES

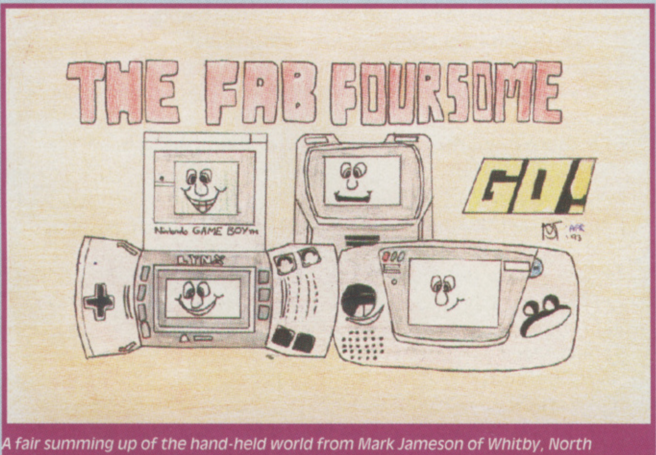
Dear **GO!,**

For Christmas I got a Game Gear and I was very upset when a close friend said they were sad because they guzzle batteries. I said this doesn't matter because there is a machine which is compatible with the Game Gear that lets you play for 12 hours for just two hours recharging time. He did not believe me, please tell him it's true (his name is David H).
Please answer these questions:

1) Is there a level select for Sonic as I can't get past Sky Base Act 1 on the GG?
2) Is there going to be a device that lets you play Megadrive games on the GG?
3) What is the best game on the GG?
4) What is your favourite hand-held?
5) Is it true that the TV Tuner messes up your Game Gear as a friend of mine says it does?

Liam O'Connor, Aylesbury, Buckinghamshire.

1) Yes.
2) Saddest question in the history of GO! Mailbag.
3) GG Shinobi II is a strong contender.
4) Well I've got the lot so I really don't care.
5) Your friends aren't particularly well informed, are they? No it's not true.



A fair summing up of the hand-held world from Mark Jameson of Whitby, North Yorkshire.

BLUDGEON HIM TO DEATH WITH A JELLY MOULD

Dear **GO!,**

I am the proud owner of a SNES, NES and Game Boy. I am thinking of getting a PC Engine GT. Here are some questions:

1) How much would an American GT cost in Irish pounds?
2) What are the best eight games for the GT?
3) When is the SNES CD Rom due out?
4) Who could I get to import the GT to Ireland?
5) Which is better; the Game Boy, Lynx, or Game Gear?

Paul Earls, Limerick, Republic Of Ireland.

1) The difference between English pounds and Irish punts is about 20p so it's more or less the same.
2) The best eight GT games, eh? The PC Kid series, the Gunhed series, Soldier Blade and Devil Crash.
3) Haven't got a clue.
4) Just use an English importer; check through the mag for ads.
5) They've all got their good points.

CALL HIM A NAUGHTY YOUNG TYKE AND SHOW HIM THE ERROR OF HIS WAYS

Dear **GO!,**

I think your magazine is great. I own a Lynx and think they are the best. I have some questions for you:

1) When will the Game Gear adaptor be coming out?
2) How much will it cost?
3) Will you be able to put the Master System convertor in the Game Gear convertor and play the games on the Lynx?
4) Could you do this with the TV adaptor?

James Davidson, Huntly, Aberdeenshire.

1)It's hassle all the way with this adaptor – I'm afraid there's still no release date whatsoever.
2) See 1.
3) I was wondering this myself, but after a little thought and a quick chat with technical type people, the answer is no, it can't be done.
4) Nope.

SHOUT A LOT

Dear **GO!,**

Just a quick few words really. I think that most of your readers will agree that a mailbag section is one of the most important features of the mag, I mean, after all, where else do we get to say what we think, other than the occasional questionnaire that is. What I'm actually getting at is all these really annoying people that insist on sending you letters full of nothing but questions. I mean, most of them are asking the same questions anyway and those who aren't are just asking something pointless! Sorry if I seem a little annoyed but...I am!

Perry Bleuth, Sheffield.

Well Mr Bleuth (you don't have a dad called Don do you?), you certainly are a little heated this month, aren't you? But, it has to be said, you are perfectly correct. It must be as boring for you lot to read all these 'questions' letters as it is for me to answer them. Okay, I don't mind the occasional quezzie, but month after month, it gets dead boring. Maybe now we've got "Wot's your problem" in CVG, that will take the heat off the amount of questions here. If not, we'll have to see about a questions page in GO! What do you think? Anyway, I thought you said you were going to quick!

MAILBAG

STOVE HIS HEAD IN WITH A BROOM HANDLE

Dear **GO!,**

After phoning in and talking to Anglin for about half an hour on the subject of the wondrous GT, I've decided that you should give him a pay rise. He's the only one on the entire mag that knows the machine. Not only that, but the PC Engine CD has also made a dramatic reappearance, even if the software reviewed on it hasn't been top notch. Enough of that and on to other GT matters. I'm glad you've started reviewing GT stuff, because it not only makes you the only mag that reviews Lynx games but the only mag that gives the GT any attention. In my opinion GO! really is the world's only mag for hand-helds. Hurrah for GO! and all who sail on her!

David Stretford, Yardley, Birmingham.

I've only just managed to answer this letter, simply because Anglin's head is now occupying most of the first floor and is in danger of spreading to the rest of the building! We can't give him a pay rise, mainly because you have to get pay before you can get a rise. Glad you're pleased with the GT coverage though, and the part you mentioned about us being the only mag that reviewed Lynx AND GT stuff, well, that's what you come to expect from the greatest hand-held mag in the history of hand-helds, backed up by the most amazing multi format mag ever seen. Hope you keep buying CVG and GO! and don't forget to give us a call on the CVG Friday Phone-in. See ya.

This superb Spidey pic comes courtesy of Tom Percival from Bishop's Castle.

JUMP UP AND DOWN A LOT AND RANT AND RAVE

Dear **GO!,**

I own a Game Gear and I have some questions for you:
1) What size cart will Sensible Soccer be when it's released on the Game Gear and will it be the 1.1 version?
2) Now EA are releasing Desert Strike on Game Gear will they release any of their other games, like John Madden, EA Hockey, PGA Tour Golf, Robocod or Bulls vs Blazers?
3) Will Euro Club Soccer be out on the Game Gear because it's out on the Lynx?
4) When are David Robinson's Basketball and Evander Hollyfield's Boxing coming out?
5) When is Kick and Rush Soccer coming out?

Darren Walls, Newark, Notts.

1) About 3.5 inches I should think.
2) Very possibly.
3) It's unlikely.
4) Nothing's certain yet.
5) Rumours of August are flying around. But nothing's been confirmed.

STICK SPOONS IN HIS EYES

Dear **GO!,**

I was wondering. If Streetfighter II is coming out on the PC Engine, you should be able to play it on the PC Engine GT, right? If you can, then will it be a perfect replication of the PC Engine's one? If it is coming out and it's good, then that will certainly shut up all the arguments about the best hand-held! Please answer, as I don't want to waste money on a crap game, or even a crap machine (as I am thinking of getting a GT). Oh yeah, one more thing – you advise people to get the American GT, not the Japanese one. The American one is ugly compared to the Japanese one! The logo and buttons are much nicer on the Jap one.

Matthew Philipps, New Barnet, Herts.

How many times do I have to tell you lot, the PC Engine GT takes the EXACT same carts as the PC Engine. You literally take the cart out of the PC Engine and slot it into the GT, okay? As for your comment on the GT vs the Turbo Express, it's all a bit sad really, isn't it?

SLAP HIM ABOUT WITH A WET KIPPER

Dear **GO!**

I have a couple of queries about my Lynx so please, please can you print and answer these questions in your brilliant mag?
1) Are there any decent platform games for the Lynx?
2) Can you give me a rundown on the top five Lynx games?
3) Where can I get cheap mail order games?
4) Why can't I get Lemmings from any mail order outlet?
5) My friend says Lemmings isn't out yet. Please tell him he's wrong.
6) Is there any news of a TV Tuner for the Lynx?

Jonathon Kelly, Ayrshire.

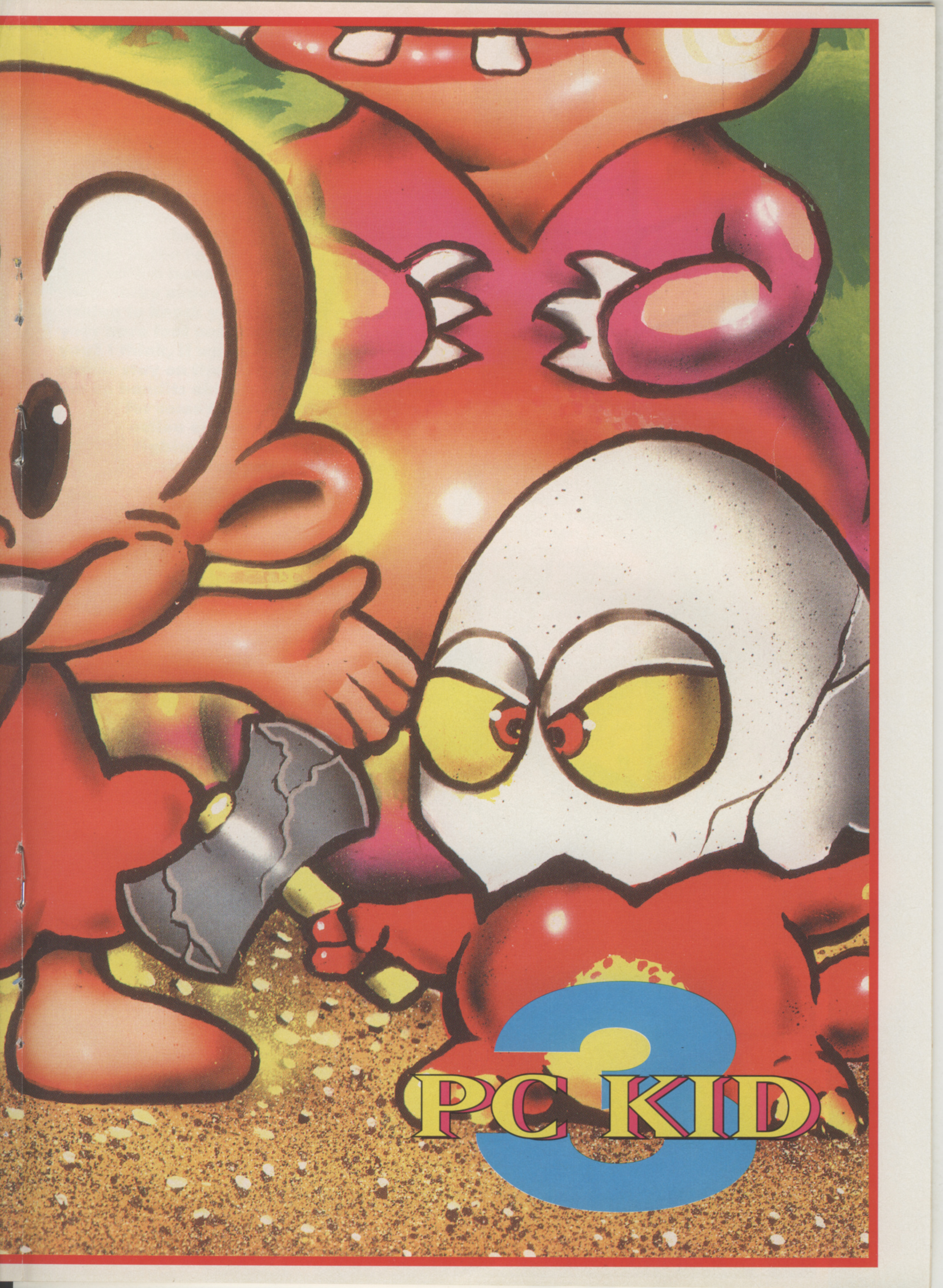
PS. How do you make your mag so brill?

1) Toki's quite good.
2) No.
3) From a cheap mail order stockist.
4) Because it's not out yet!
5) But he's not.
6) No chance.
PS. 'Cos we're great.

TALESPIN

BID
HIGHER FOR HIRE

HAND-HELD
GO!
VIDEO GAMES


3
PC KID

HAND-HELD
GO!
VIDEO GAMES

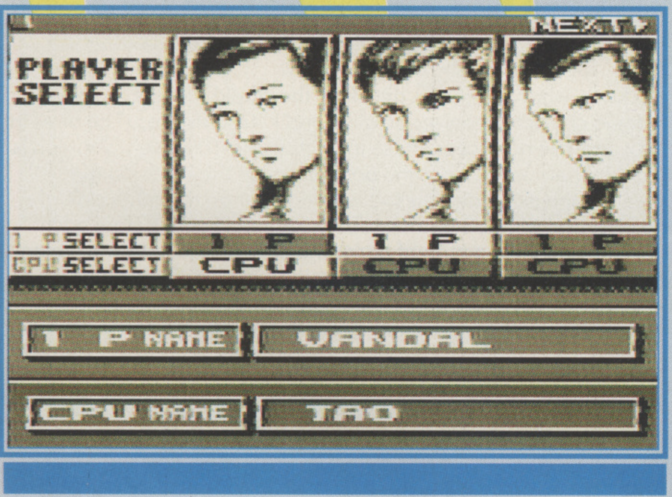
RAGING FIGHTER

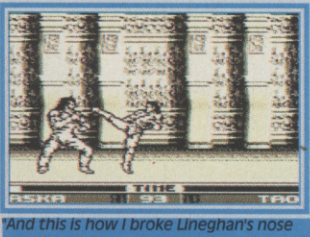
'Wherever you are,' say the trendy Game Boy ads on the Underground, 'be somewhere else.' Okay, so how would you fancy being in a mysterious shaolin temple in the Far East, with a band of chop-socky experts itching to knock your head off and only your bare feet and knuckles to protect you? I think, if we're being honest, I'd rather stay on the tube. But for any beat' em up bandits out there with a hankering for some Street Fighter 2-style action on the Game Boy, Raging Fighter looks to have just about everything you could ask for.

GAME BOY BY KONAMI £24.99

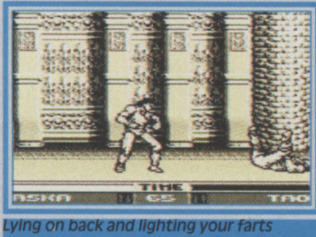
AIEEAH! GET OFF ME HEAD

So what's it all about then, eh? Well, if you've ever played Street Fighter 2 (or, indeed, any head-to-head beat 'em up), you'll already know what the score is. You can take part in practice matches against any of the various computer opponents, or put your name down for the tournament, where you have to take on each of the combatants in turn. Just like in SFII, each fighter has an energy bar depleted by the various martial arts moves, and the first fighter to kick their opponent's ass for two bouts is judged the winner. Much better than entering into a frank and reasoned discussion about a disagreement any day!





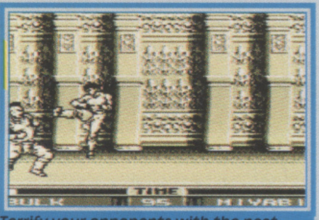
"And this is how I broke Lineghan's nose but the jammy sod set it by boncing the ball off his nose and into the net!"



Lying on back and lighting your farts should only be used as a desperate defense as it could backfire on you!

VIOLENCE IS NEVER THE ANSWER

Unfortunately, and this does seem rather strange, Raging Fighter offers no two-player link-up mode, so you're confined to taking on the computer opponents. But never mind as there's plenty of challenge on offer between them – in fact it's a jolly hard game, so you'd better get plenty of practice in before the "Games Rot Your Brains And Make You Want To Kill People" brigade come round your house, confiscate the cartridge and stick electro-convulsive therapy clamps on your head!



Terrify your opponents with the neat fatal and gruesome, ballet and curry super-kick. A deadly combination.

"Here's a picture of my uncle, and his dad and my second cousin and someone who was passing at the time – I think. They all start to look the same after a while."

> *I like a bit of needless and extreme violence as much as the next man, but when I get some I want it to have some "oomph" – unfortunately, that's just what Raging Fighter lacks. It's not necessarily the fault of the game, but the Game Boy simply isn't up to hosting a high-powered beat' em up. Stick with SFII at home and give this mobile massacre a wide berth.*
>
> GARY WHITTA

PAIN AND MUTILATION

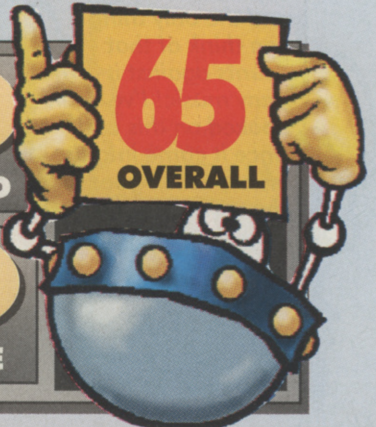
Ooh, there are so many different ways to inflict nerve-shattering agony and damage upon your opponent! Starting off, you'll just want to hammer away at the buttons and use the standard array of high and low kicks, punches and sweeps. But with a bit of practice you'll be unlocking the mystic zen secrets of shaolin and unleashing deadly combination moves, not to mention those hidden techniques for fireballs and other lethal Touches of Death!

6 LOOK

6 SOUND

5 FEEL

4 VALUE

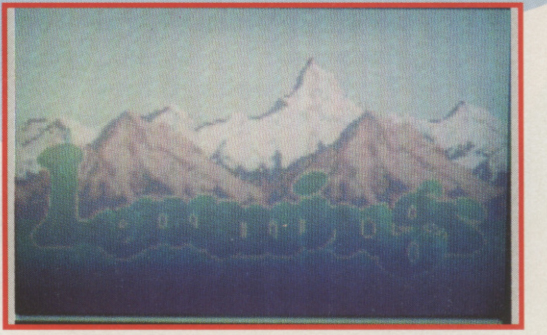


65 OVERALL

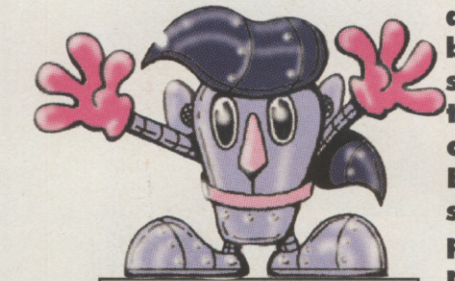
Lemmings

LYNX – £29.99
BY PSYGNOSIS

They've already taken every other format – at home and in your hands – by storm, and now those helplessly-lovable Lemmings have arrived on Atari's miniature miracle! If you've never come across these rascally rodents before you really are a very sad man indeed, because they're great and their adventures make up one of THE all-time classic games. Having already survived translation to the Game Boy and Game Gear, can they now pull off the hat-trick with a stonker on Lynx as well? Let's smack Anglin about a bit to get the power pack off him (always the most enjoyable part of any GO! review), plug in the the Lynx and find out!



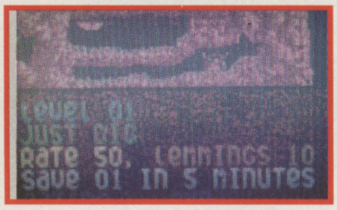
The screen does a smart pan-out so you can see the whole Lemmings logo. Ooh!



> *Cripes! What a stonker! One of the greatest games ever written has been converted beautifully to the Atari Lynx – I'd say this is easily the best hand-held version of the lot! It's amost identical to the Amiga original in every important respect, and the only thing I can think of that counts against it is the tinny music! I've been hooked on this cart since it came into the office, which goes to show what a timeless classic Lemmings really is. Get a copy today!*
>
> ***STEVE KEEN***

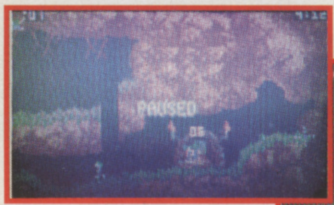
LET'S GO!

You know what Lemmings are like – the stupid rodents are always trying to chuck themselves off cliffs and kill themselves. The ones in this game are no exception, so in each of the 100 levels, your job is to guide them safely from the point at which they enter to the screen to the exit, normally to be found right on the other side of the level and with lots of tricky obstacles inbetween. Before each level you're shown a map of the game area and your instructions, which are basically how many Lemmings you have to save as a percentage. On early levels you'll only have to save a few, but the tougher screens later on might ask you to rescue the lot!

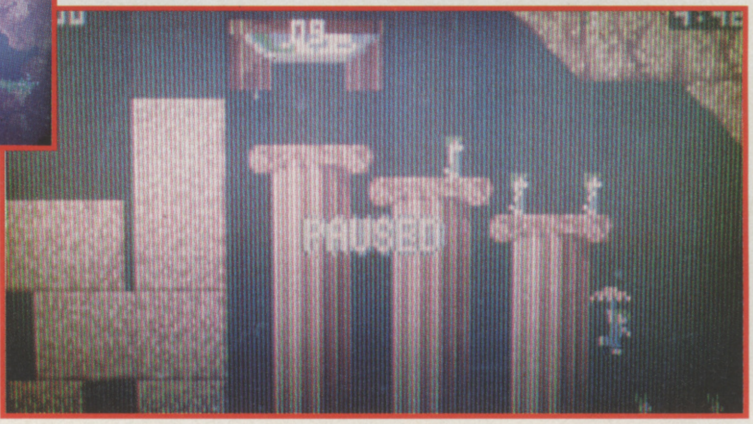


LEVEL 01
JUST DIG
RATE 50. LEMMINGS 10
SAVE 01 IN 5 MINUTES

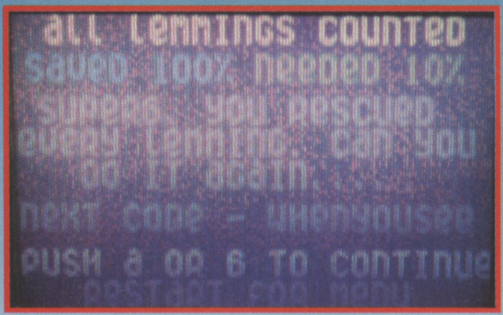
Only a dribbly person couldn't clear this easy-peasy level!



That's the end of the first stage! You're completely brill, you are.

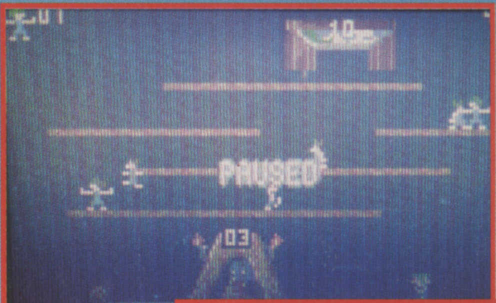


Loony Lemmings In Brolly Folly – see page 2.

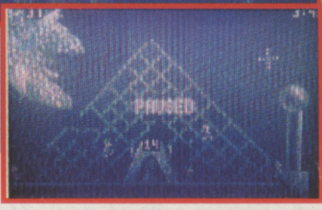


all lemmings counted
saved 100% needed 10%
super. you rescued
every lemming. can you
do it again.
next code - whenyousee
push a or b to continue
restart for menu

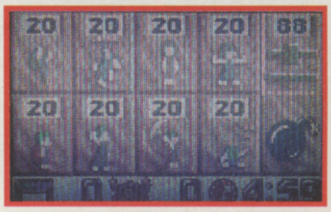
Rand completed this level without losing one level. We all think he's the best.



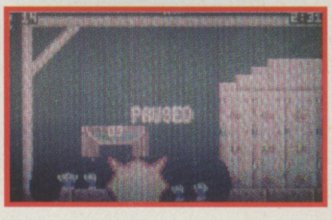
Barmy blocking antics abound on this kerrazzy stage!



Trash the trellis to escape via the exit!



All the different types of Lemmings are here for your perusal!



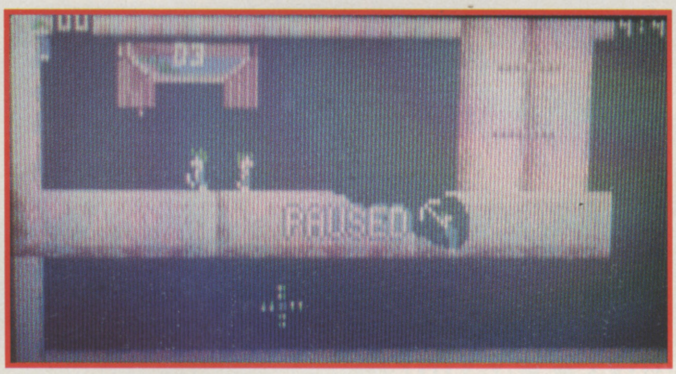
Whoever was playing at this stage mucked it up and exploded all the Lemmings – it's got to be Anglin!

HOW IT'S DONE

The player has no direct control over the Lemmings, who simply wander around aimlessly, bumping into and falling off things. You can, however, give certain Lemmings special jobs to perform which can influence the actions of the others. Simply place the cursor over the Lemming of your choice, assign him a task and he'll carry it out happily! Lemmings can be ordered to dig tunnels, build bridges, punch their way through brick walls, parachute off high ledges, form roadblocks and even blow themselves up!

LOOK OUT!

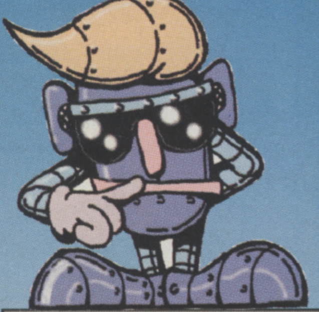
Unfortunately, the problem with these Lemmings is that they're incredibly stupid and will inevitably find all sorts of different ways to kill themselves accidentally if you take your eyes off them for even a second. The most common cause of death is a fall from a high place (they squeak and go splat when they hit the ground), but on later levels all kinds of other death opportunities present themselves as sophisticated crushing and chopping-up machines are introduced into the levels. These, coupled with a strict time limit for each level, make playing Lemmings a very frantic experience!



That pickaxe-weilding Lemming could get a job as a miner. Wait a minute...no he couldn't, 'cos there's no jobs left at the pit.

10 THINGS YOU CAN DO WITH LEMMINGS

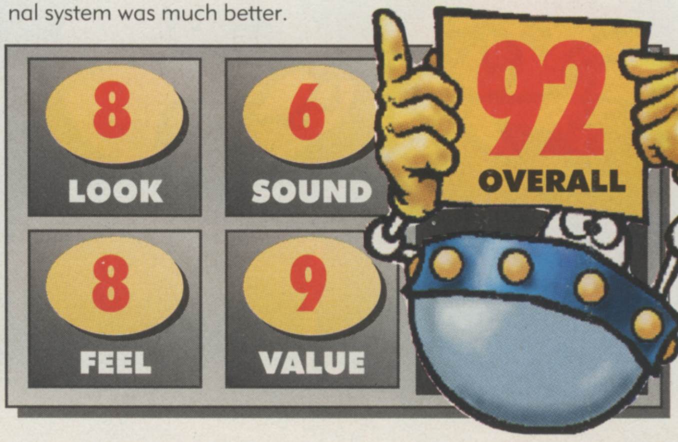
1. Torture them.
2. Make Lemmings pie.
3. Force them to be contestants in a bizarre animal game show, with a set made out of a cardboard box, where the prize is a piece of cake and the penalty for losing is DEATH!
4. Play FootLemming with your mates in the park.
5. Put them in a bag.
6. Marry them and have mutant half-man, half-Lemming offspring.
7. Skin them and make designer earmuffs.
8. Tread on them.
9. Put glasses and trousers on them and pretend they're people.
10. Use them as the pieces in a game of Monopoly, or the board game of your choice. (This works best with dead ones, so refer to No.4 first)



> *Everyone at GO! has been well impressed by Lynx Lemmings, and rightly so. It's an almost flawless conversion of a near-perfect game, and is just the cart the Lynx has been screaming out for for ages. Like Populous, the game doesn't play quite so well with a joypad as with the original mouse, but it doesn't take long to get used to the controls, and once you do, you, like millions of other Lemmings addicts worldwide, won't be able to put it down. Don't miss it!*
>
> ***PAUL RAND***

CONVERSION CAPERS

Most self-respecting gamers will already be familiar with Lemmings on the home systems, but now everything's been crammed into a smaller machine, what compromises have been made? Well surprisingly hardly any – with the Lynx being remarkably similar to the Amiga, for which Lemmings was first designed, this version looks and feels almost identical to its big daddy! There are two departments where it's a bit sad, however. Firstly the sound, which although is quite faithful to the tunes and FX of the original, is all tinny and horrible (but if you're an avid Lynx fan, you should be well used to this), and secondly, the Lemmings control icons have had to be shunted onto a separate screen, so there's a fair amount of flipping back and forth to be done. You get used to it, but the original system was much better.

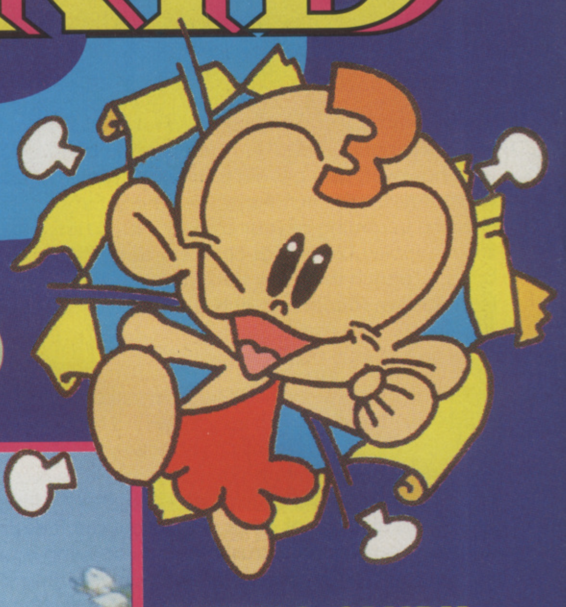


THANKS... to ACE Consoles (071 439 1185) for the review cartridge.

PC KID 3

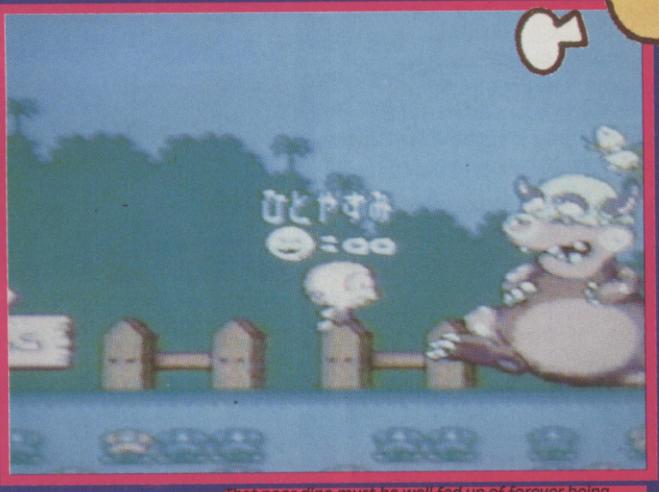
The evil King Drool is back for more. Not content with having caused the Cromagnon kid unending amounts of grief twice already, he's decided to do it again. PC Kid's homeland has been invaded by Drool and his drooling minions who now occupy seven different areas of Kid's town. Being the rock-headed young lad that he is, Kid has decided that he's going to topple Drool from his evil throne once and for all; it's going to be tough, but this time he's not alone – PC Kid and his twin brother can now battle King Drool together!

PC ENGINE GT BY HUDSON SOFT £50.00

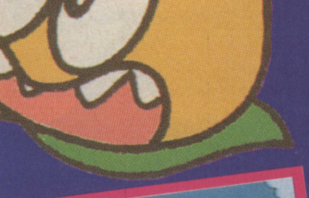


BONK VS BONK

Streetfighter II fever seems to be getting everywhere at the moment. PC Kid 3 is another in a long line of games that feature a one-on-one versus mode! Yes, PC Kid goes up against...PC Kid! Basically, two people start off in a scenario and have to fight each other to the death, there are no kebabs, no candy or anything, just Kid and Kid locked in mortal combat. Sounds a little freaky eh? Well, yeah, it is, but it's also a brilliant laugh and is worth buying the cart for itself.



That poor dino must be well fed up of forever being biffed on the head by a baldy kid!



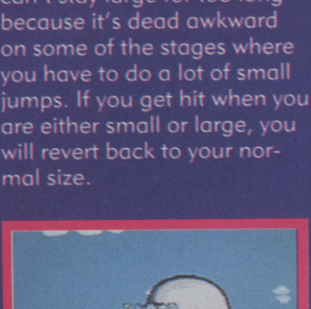
My! Hasn't he grown! PC Kid stars for the first time in Big-O-Vision (TM).

WHAT A BONUS

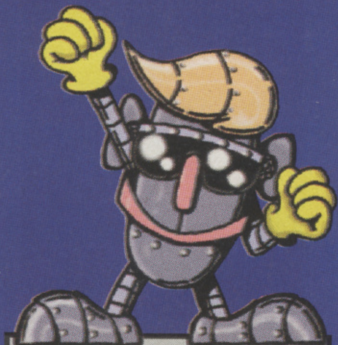
As with all good platform games (namely its predecessors), PC Kid 3 is stacked to the brim with bonus rooms of all kind. Most are hidden and require you to smash away a brick wall to reveal them. There is also another way to find them; every time you see a small flower in the ground, collect it and you will be picked up and transported off to the bonus stage. There are around eight different bonus stages in all, ranging from bouncing around on flowers, collecting points, to climbing a wall using your teeth.

TAKING CANDY FROM A BABY

The most notable new feature in PC Kid 3 is the Candy. There are two different kinds; red and blue. The red ones make Kid shrink to microscopic proportions. – this comes in very handy when trying to get through small gaps in search of those extra lives. The blue candy will make PC Kid larger than life. This is a real laugh, simply for the sheer hilarity of seeing Kid taking up the majority of the screen. However, you can't stay large for too long because it's dead awkward on some of the stages where you have to do a lot of small jumps. If you get hit when you are either small or large, you will revert back to your normal size.



It's fair to say that this isn't a fair fight – go on Kid, give 'im hell!

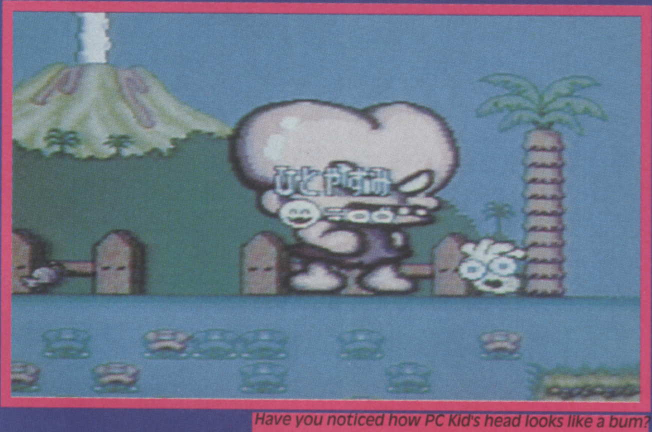


“At last, the third in the PC Kid saga is upon us – and it's a blinder! PC Kid 3 stays true to the format of those that have gone before it, but adds new features, not least the big and little Kids, and retains the great graphics and massive level of addictivity of the previous two titles. It costs a fortune ’cos it's a brand new import, but frankly, PC Kid 3 is worth every penny!”

PAUL RAND

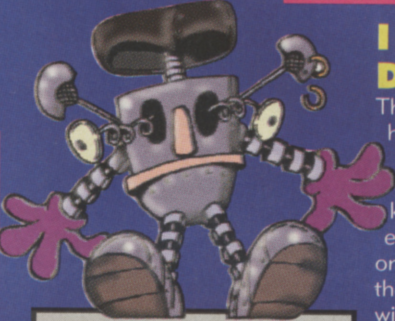
BONK – TWICE AS HARD!

Now here's a novel feature – a two-player mode in a platform game! Provided you've got a pal with a GT and a ComLink cable, you can indulge in some two-player Bonking! Both players share the same life bar so you have to be careful, but this makes finishing the level a whole lot easier. If one player is a little better than the other and leaves his mate behind he can catch up by simply pressing the Select button and be teleported to where his pal is. As you can imagine, there are some real laughs to be had if you are both playing with an enormously sized Kid!



Have you noticed how PC Kid's head looks like a bum? He must be an Arsenal fan!

Oh dear. Our hero looks a little sad in this picture. Let's move swiftly on...

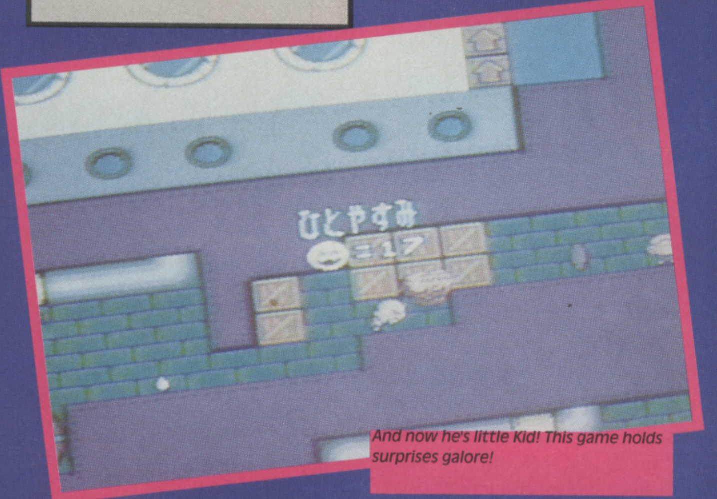


“PC Kid 3 has absolutely everything you could ever want. There's a load of features from the previous two games and an even larger stack of new and great ideas. The two player mode is a cracking idea and adds some real spice to the gameplay and is completely hilarious as well. Gameplay once again is perfectly graded and will keep you glued to your GT until the very end. A superb platformer that is brilliant in every conceivable way.”

PAUL ANGLIN

I WANNA DONER!

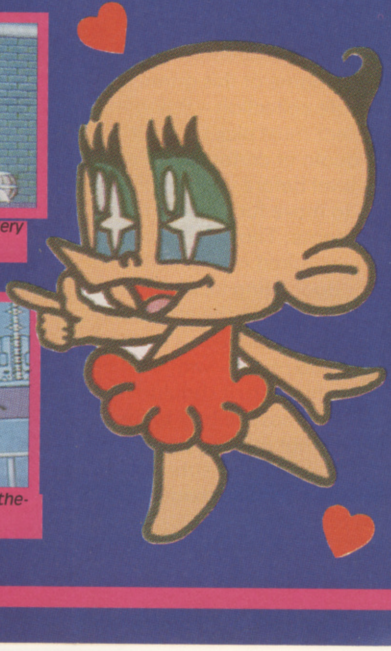
The main feature of PC Kid has, of course, stayed put in the sequel to the sequel. We are indeed talking about the kebabs. There are two different sizes of kebab; the small ones will charge PC Kid so that he can destroy everything with one headbutt. Eat a large one (or a second small one) and PC Kid will go completely wild and become invincible for about twenty seconds. Kebabs can be found lying about all over the place and provide great assistance in getting through the levels.



And now he's little Kid! This game holds surprises galore!

Monster-mashing fun and tomfoolery abound in the latest Kid caper!

Jump in the lift for down-beneath-the-earth fun and frolics!



9 LOOK	8 SOUND
9 FEEL	8 VALUE

92 OVERALL

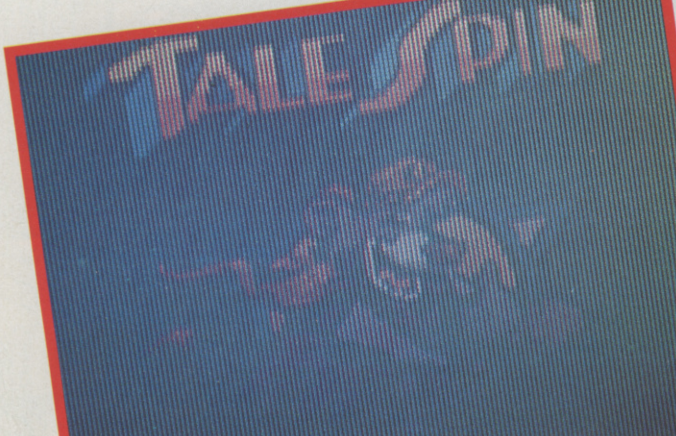
TALESPIN

Baloo the bear has been through a lot in his time; from the depths of the jungle in the, erm, Jungle Book, to the thrills and spills of package delivery in this new game based on the Talespin animated cartoon series. What Baloo has to do is visit each location in turn, picking up enough crates to allow him to escape that stage and move on to the next. Doesn't sound to difficult, does it? And it wouldn't be, were it not for the fact that your rival haulage contractors are out in force to stop you delivering your goods. What a strange basis for a video game!

GAME GEAR BY SEGA £29.99

COME FLY WITH ME

Remember the film Dumbo? Remember the song 'When I See An Elephant Fly'? Well, get ready to see a bear fly – a plane, no less! To get from level to level, Baloo must jump into the cockpit of his aircraft, the Sea Duck, and jet across the skies, avoiding the sky pirates who are intent on stealing your packages and picking up the loot that the owners will pay for them. Baloo has a machine gun fitted to the front of his plane, which can be powered up by flying over the icons which appear on-screen periodically.



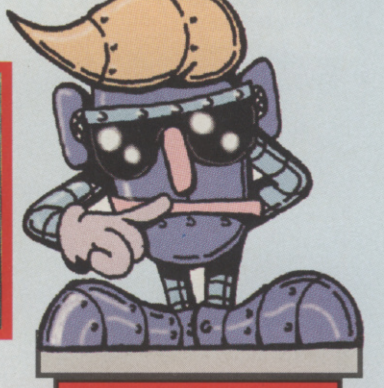
A bit of a to-do with our fave bear, Baloo!

TALESPIN
Baloo
Kit

Who do you pick – Baloo or Kit?

HAVE A REALLY CRATE TIME!

The name of this game is crate collection – Baloo the Bear must pick up a set quota of cartons from each level before you are allowed to move further into the game. Too few crates acquired results in the exit door being locked when you get to the end of that stage, but don't worry too much – with a bit of hunting, it shouldn't be a massive task to find that missing package. Just make sure you're not nobbled by the nasties in the process!



Talespin could have been a good laugh – it's quite difficult and would have been challenging enough to keep you at it for a while. Unfortunately, it's been made frustrating by the fact that the graphics are too small and it's hard to judge what's going on most of the time. Had the screen been clearer this would have been smart, but as it is, no thanks.

PAUL RAND

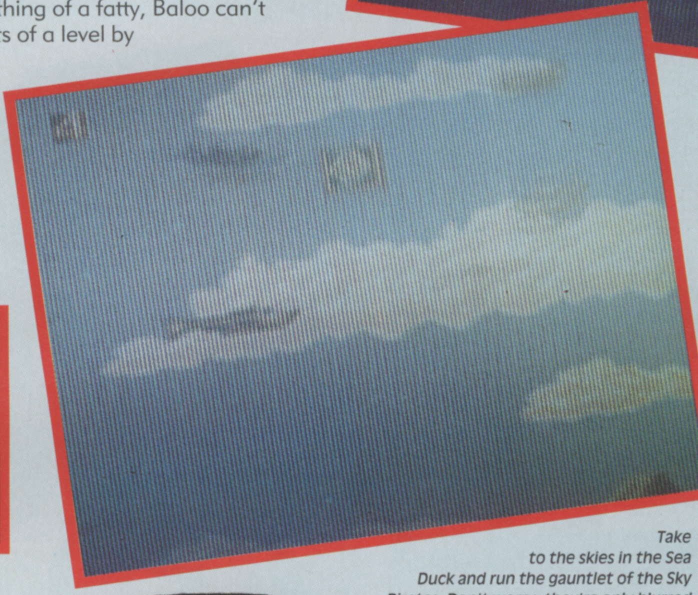
Everything'll be great when you pick up that crate!

Down in the murky depths – and look! Another package!

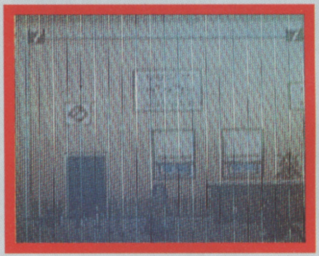
The fire hydrants launch you high into the air! Not, however, on this particular occasion.

BOX OF TRICKS

While picking up the crates is your ultimate goal, not all of the cartons scattered around the levels are for transportation – some of them are there to help Baloo progress even further into the game! Because he's something of a fatty, Baloo can't reach some of the higher points of a level by jumping from the ground, but luckily for him, someone's left boxes lying around which our hero can pick up, carry to the place you want to jump from, drop the box, stand on it and leap – hey presto! You've reached a whole new level!



Take to the skies in the Sea Duck and run the gauntlet of the Sky Pirates. Don't worry; they're only blurred here 'cos the game doesn't pause properly.

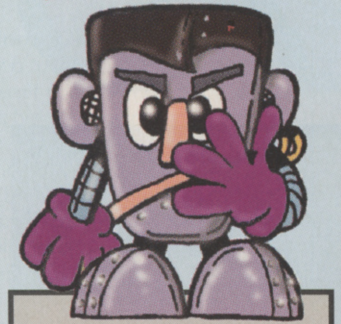


Battle it out with the big boss baddy in the customs office.

READY TO RUMBLE

Once you've cleared a stage, Baloo finds himself inside the customs building where his packages are checked out. It's here that the brave bruin comes across the end-level bosses, with instructions to stop Baloo completing his task. To get rid of them, just hit them enough times while avoiding their attacks – you can be smacked seven times, but any more and you're a goner!

Wait a minute Baloo; you're a crate-collecting bear, not Father bloody Christmas!

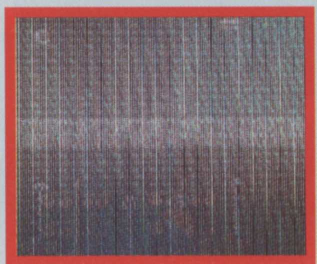


“I wasn't a massive fan of the Megadrive version of Talespin, and this Game Gear convert isn't going to set the world alight, either. Were the graphics a bit more easily definable, then this could have been something worth the effort, but as it is, the only thing to spin is my chin.”

PAUL ANGLIN

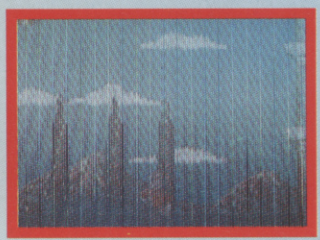
KIT OR BALOO? IT'S UP TO YOU!

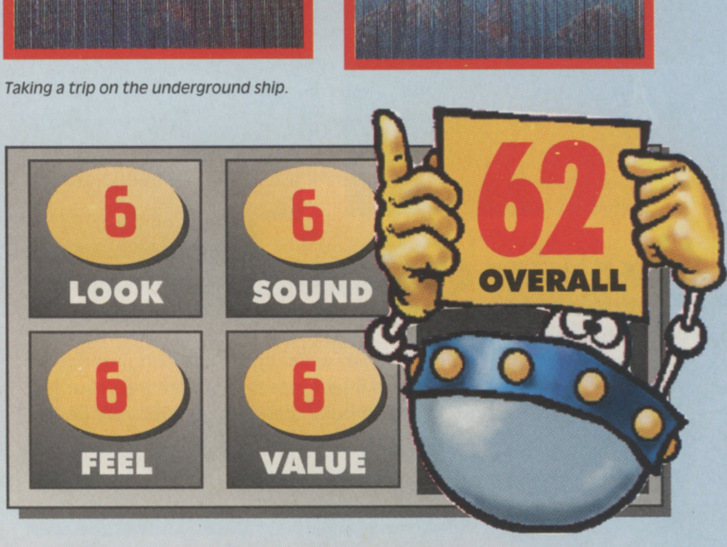
All the best heroes have a sidekick; Batman had Robin, the Lone Ranger had Tonto, Superman had, erm, that bird from the newspaper; anyway, the point is there's rarely one person doing the job, there's usually a pair. Such is the case in Talespin; Baloo has a young friend in tow called Kit, and at the beginning of the game you can select which of the two you wish to guide through the game.



Taking a trip on the underground ship.

It's a lovely day to pick up packages!





6 LOOK

6 SOUND

6 FEEL

6 VALUE

62 OVERALL

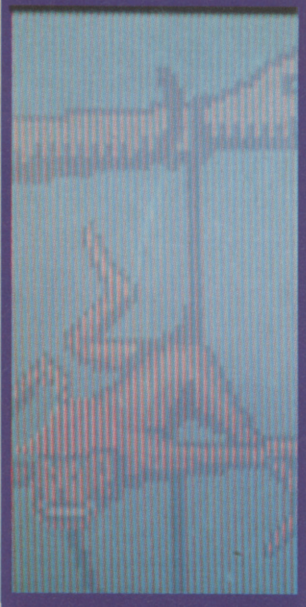
What have mascara, sulphuric acid and food colouring got in common? They're all squirted into the eyes of laboratory animals. Some may find this perfectly acceptable – but not Gordo, the laboratory monkey entrapped in cage 106. He's been given an overdose of an experimental drug which has increased his intelligence far beyond that of a normal primate – and he's on a mission to close down the lab in which he is incarcerated. To do this, Gordo must release all the animals from their cages, whilst avoiding the advances of the evil lab technicians. Take control of Gordo and venture into the labyrinth which is the offices of N Human Inc – succeed and Gordo and his chums are free; fail and you'll be just one more incinerated carcass.

INHUMAN N HUMAN

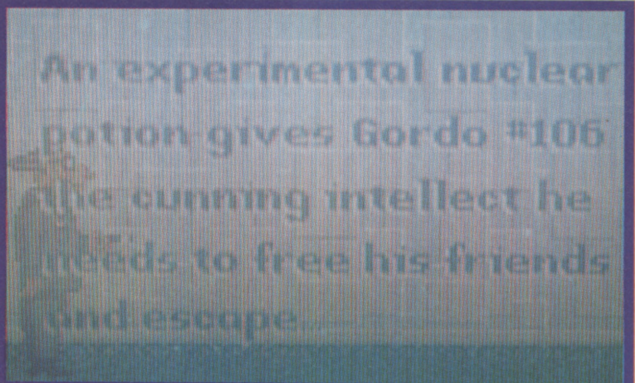
Gordo's task is massive, even for a monkey injected with special drugs. Not only must he rescue all of the animals on each level and reach the end of the stage, he must also run the gauntlet of the employees of N Human Inc. They're a cruel and loathsome bunch, ranging from mad scientists to laboratory students to crazy matrons with massive syringes, all of them after wiping you out.

LYNX
BY TENTH PLANET
£29.99

GORDO 106



Wipe that lipstick out of your eyes and get ready to play!



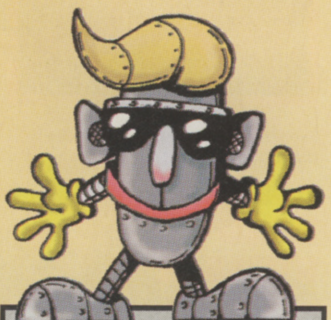
An experimental nuclear potion gives Gordo #106 the cunning intellect he needs to free his friends and escape

Is it just us, or does N Human have a sad haircut and a stupidly shaped head?

MONKEY BUSINESS

Try as you might, you just can't get away from those kerrazzy lab technicians. Mostly because, if you're in the predicament that these animals are in, the men in white coats are hanging about outside your cage, waiting to inject insect repellent into your leg. But luckily, your furry brethren have a saviour in your very good self! Gordo is a super-intelligent monkey who knows how to pick locks and can figure out the goodies and baddies, and with the help of his supply of apples he can knock those laboratory boys into oblivion! Hurrah.

Bouncing apples off professors' heads causes them to topple over.



> *Gordo 106 has probably the dodgiest theme ever to be seen in video games, but at least it's biased toward the good side. As a game, it's not bad at all. Graphics are fine – Gordo is particularly well animated – and the gameplay, although quite basic, is nevertheless enjoyable and certainly challenging. A controversial storyline, but also a game worthy of a good old play.*
>
> PAUL RAND

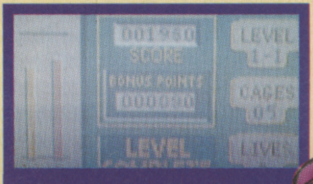
AN APPLE A DAY KEEPS THE DOCTORS AWAY

The lab assistants have to keep the animals fed, which is why, scattered throughout the six levels, are a plethora of bananas and apples. Gordo, being a monkey, likes bananas which is, when he finds any, he'll eat them and increase his energy level in the process. Primates aren't too keen on Granny Smiths, however, but that doesn't mean that Gordo can't put them to good use – pick up an apple and you can bounce it off a baddy's head, putting him out of the game.

Aiieeee!

ON THE LEVEL

Bet you didn't know this, but animal testing laboratories have dungeons! At least, N Human Inc's lab does. If you're unlucky enough to fall down one of the many pits which litter Gordo's world, you'll end up in the dark recesses, most of which contain unspeakable terrors. Lava pits and fire-breathing gargoyles are your main threat down here, but if you're spawny you could end up in the bonus dungeons containing a stack of easy-to-reach cages full of animals waiting to be set free. Mind you, if it's not your day you could end up being fried in the incinerator.



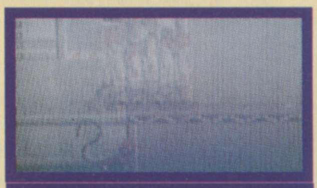
Looks like you've been gorging on bananas. And that apple supply is in tip-top shape!

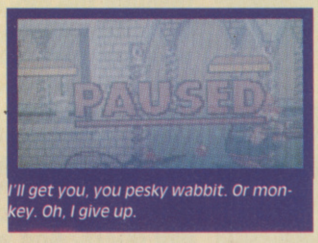
Down in the oh-so-dark dungeons – bounce up on that trampoline or you'll end up being incinerated.

That rabbit isn't really translucent; we just took the photo without the Pause button on and the sprite blurred. Doh!

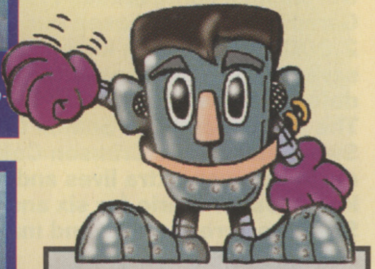
SIMIAN STAGES

Our simian star begins his quest inside The Laboratory itself, taking on the lab technicians. This is a task in itself, but it's nothing compared to the horrors which await you! In The Lobby, deal with crazed hunters and suitcase traps before moving on to the Fashion Centre, complete with mercenary hired by N Human to waste you. Escape these perils and it's on to Earl's Puppy Farm – the less said about this stage the better, but you can guess by the title that it's not very nice. R&D is the next level, where N Human and his cronies come up with their experiments – it's full of soldiers, so beware. Should you manage to battle your way through all of these, you'll find yourself in N Human's penthouse suite, for the battle to end all battles. Benetton would love it!


Men in white coats in monkey molestation melodrama. Plus new lingo ringo jingo bingo inside!

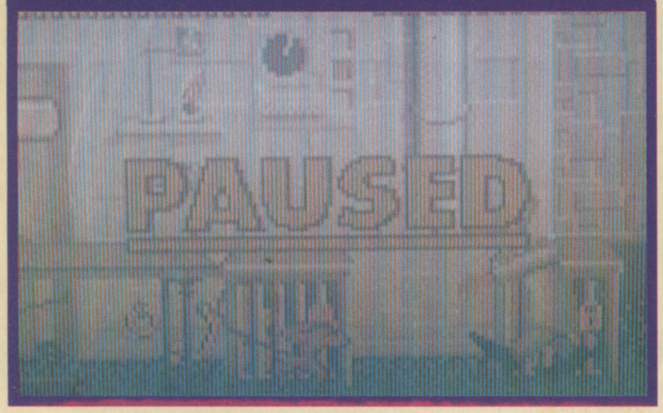


I'll get you, you pesky wabbit. Or monkey. Oh, I give up.

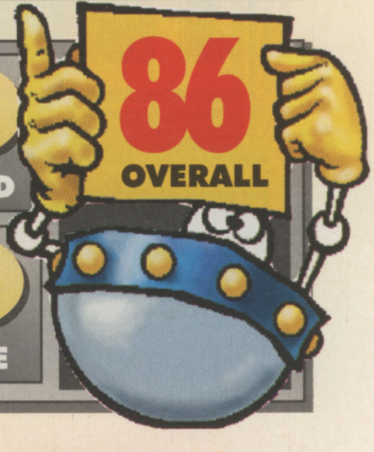


> *Sick or what! Despite the iffy theme, Gordo 106 is actually a very enjoyable platform game – certainly the best available on the Lynx up to now. Graphics are good, although the backdrops are rather spartan, and while the gameplay gets a little samey at times, it never hampers your enjoyment. Platform lovers and fans of Benetton ads will go ape over Gordo 106!*
>
> PAUL ANGLIN

Aah, isn't that cute. Gordo saves his bunny rabbit chums from a cosmetics



LOOK	SOUND	FEEL	VALUE	OVERALL
8	8	8	8	86

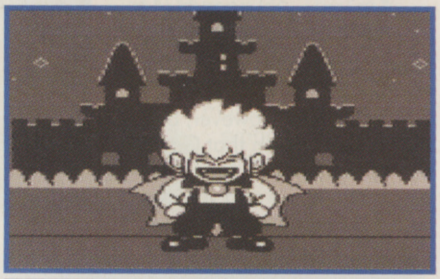


PREVIEWS

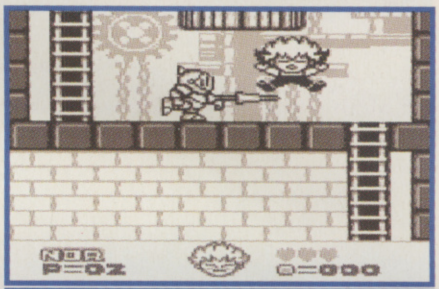
KID DRACULA

The blood-sucking adventures of the world's most famous horror film character have taken a fast step into the future with Count Dracula's impish offspring, Kid Dracula. The Kid's been hurled into the year 92010 and to save the world he must adopt his father's habits and sink his teeth into eight crazy levels and a host of subgames on the Boy. During his travels he'll come across Frankenpunk, Trance Fusion and his arch enemy Garamoth, who's chased our little sucker right through time from 2,000,000 BC! The kid's loaded with magic powers and must master seven all-powerful spells to be victorious, including the Umbrella Lagosi defensive shield, the Wing 'N' Homing Missiles and the giant Bat Bomb! The subgames – Bat Snatch Challenge, Roman Battle Swords, Sweepstakes and Crimson Coin Challenge – are spread throughout the levels to give you extra lives and keep you guessing! Konami say this game'll knock Super Mario for six and from what we've seen we couldn't argue! Scan the screen shots and make your own decision. GO! Review soon.

GAME BOY £24.99 BY KONAMI



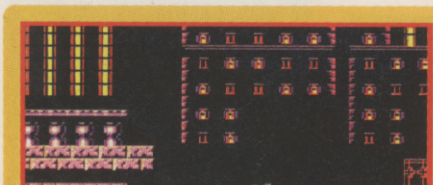
This kid's enough to make your hair turn white!



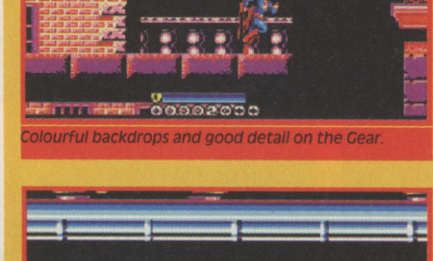
k3 Take that horn away from me you cad!

SUPERMAN

The man of steel, Superman, brings his own particular brand of rock-hard justice to the Game Gear in the shape of the conversion of the Master System cartridge. Superman's platform romp takes him through the city streets, deep down underground and all over America as he battles aliens and fills in the faces of supervillains alike! The two styles of play incorporated into the Master System version have made it onto the Gear; Clark Kent treks across the standard platforms, kicking and punching as he goes, whilst in others he takes to the skies and fends off hovering aliens and gun-toting evil doers. And what's it all in aid of? Well, saving the world has gone right out of fashion and ol' iron balls has gone off to rescue the dopey Lois Lane, yet again! When will that stupid woman learn to take care of herself better?

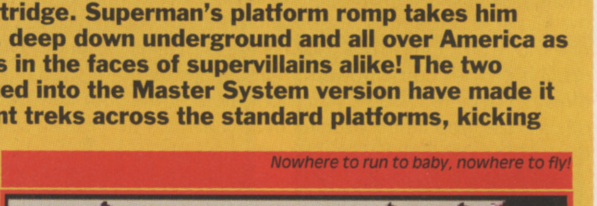


Colourful backdrops and good detail on the Gear.



Robots and late trains are the least of our man's worries!

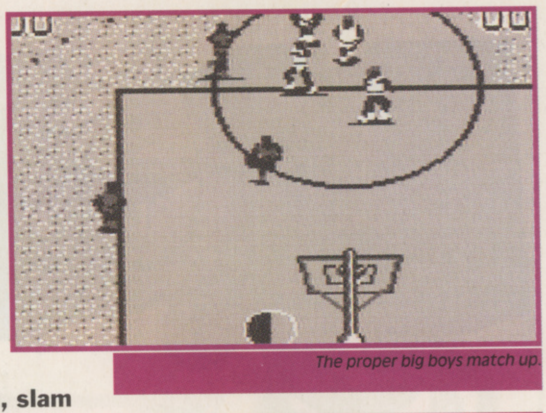
Nowhere to run to baby, nowhere to fly!

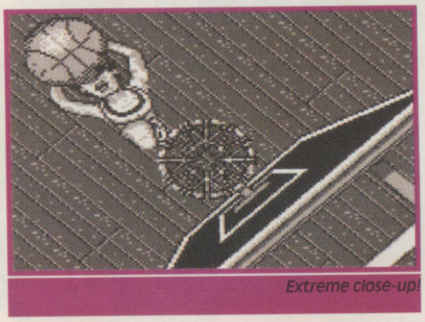


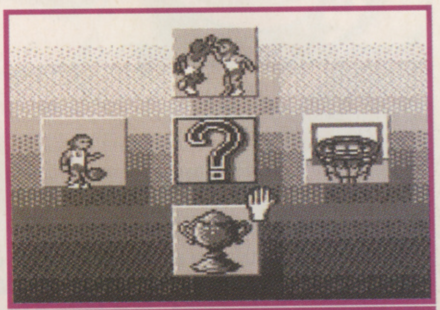
GAME GEAR £27.99 BY VIRGIN

TIP OFF

Up until recently, the only people who could play basketball were nine-foot tall giants who've spent most of their youth kipping in fertiliser! But Anco, of Kick Off fame, is set to put everything right with the release of its Amiga basketball sim Tip Off on the Game Boy. The tiny sprites are surprisingly distinctive and the graphics vary from miniature dribblers to close-ups of forwards competing in the Free Throw competition. Dribble, pass, hook shot, slam dunk; the more your skills improve the tougher the game becomes! You can even bounce the ball through opponents' legs to pave a way to the hallowed hoop and sink the ball through the netting to amass points. There's an amazing amount of detail in the game and from first impressions it looks as though Tip Off will be the basketball game to beat.


The proper big boys match up.

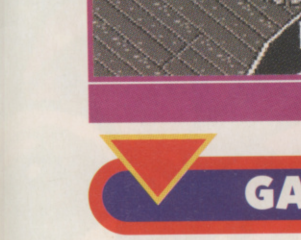

Extreme close-up!


t2 A wealth of options for basket junkies.

GAME BOY £24.99 BY ANCO

RODLAND

Another crazy arcade conversion to baffle your Boy with! Rodland has appeared on the Amiga and we can only guess that its emergence on the Game Boy heralds its imminent release across the console board. Choose between two cute kids, Tam and Rit, and lead them across Rodland to save their kidnapped 'Mom'. The nippers take it in turns to collect flowers and scoop up nasties with their electro-lassos. Freeze the monsters or hurl them about a bit over your head to reveal bonus letters. The two whipper-snappers are both armed with their own collapsible ladders to speed their ascent of the platforms and the further they get into the game the more they'll need to use them. Monsters come thick and fast and, although the game's not much to look at, Sales Curve is banking on the game's addictiveness to win over punters. We shall see.



r1 If your path is blocked use your own ladder.

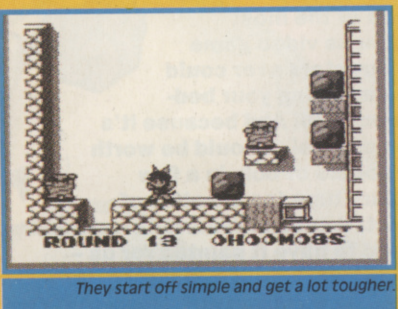
GAME BOY

£24.99 SALES CURVE

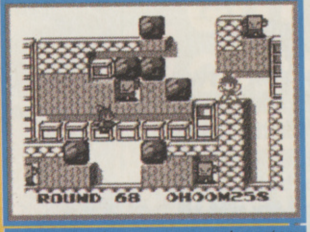
POWERPAWS

Now this is a game that could set the Boy alight! We haven't seen anything this addictive since Ramparts and Tetris! Catboy and Catgirl have been separated in a mysterious underground labyrinth of complex mazes and their task is simple – dispose of the monsters by running into them and position blocks to cover chasms barring your way to the exits.

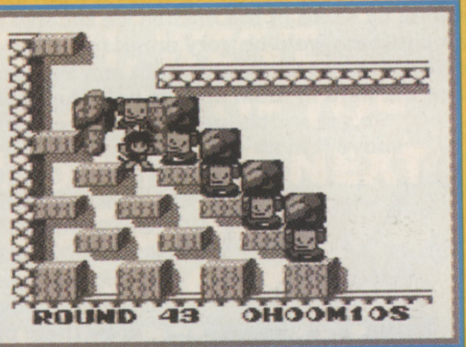
Loads of diabolical brain-busting puzzles and block combinations abound to tax your noddle and, if you get through the 100 levels, players can go into the puzzle editor and construct their own! Powerpaws looks set to become the next big puzzling monster!



They start off simple and get a lot tougher.



On later levels you can swap characters mid-game.



Just walk through the grey platforms and watch them crumble.

GAME BOY £24.99 BY SALES CURVE

Next Mo

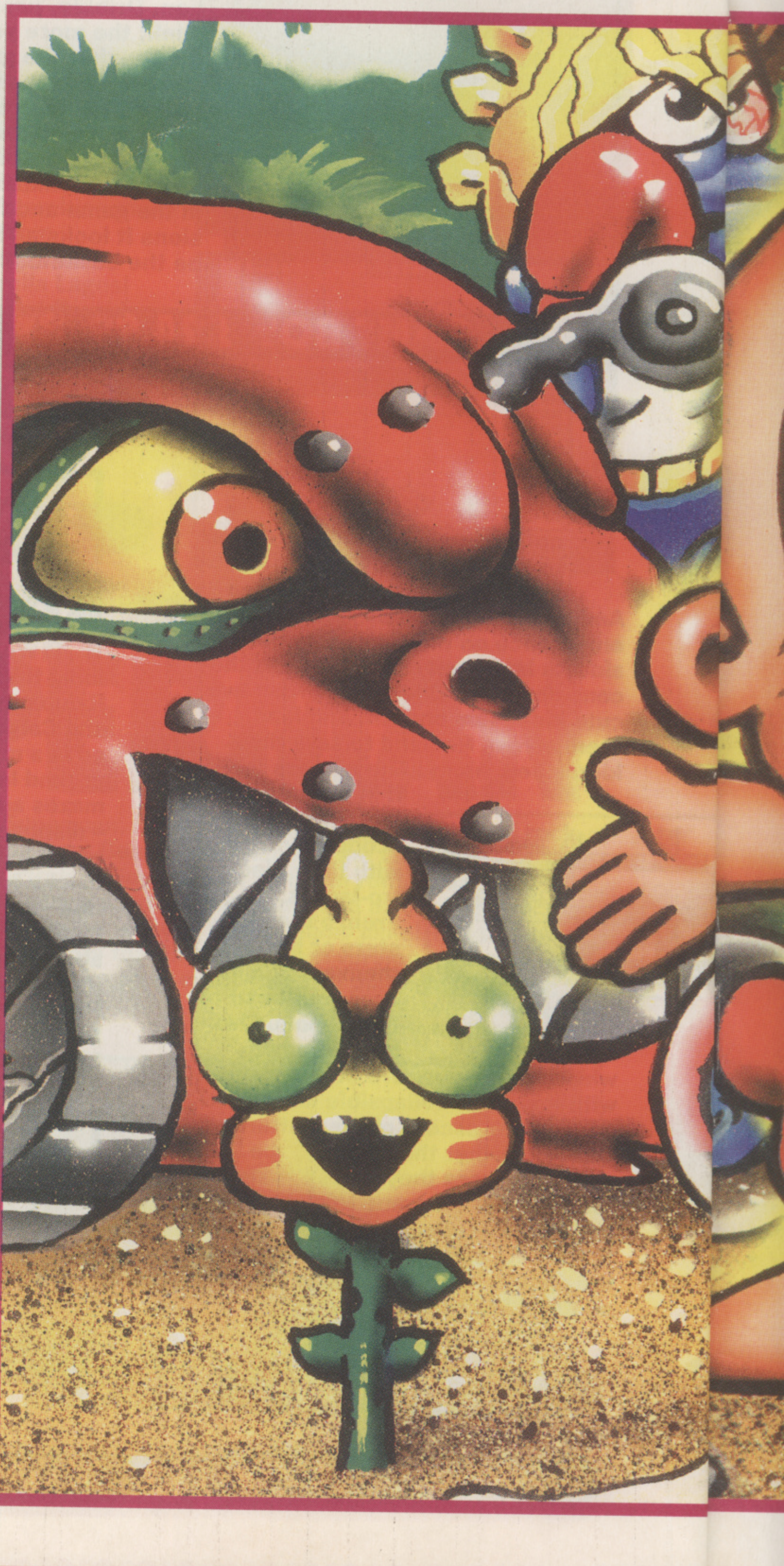
You could be the proud owner of this most excellent piece of PC Kid art-work in the amazing GO! NEXT MONTH COMPETITION!

Here at GO!, we pride ourselves on giving you only the finest information on all that's hot in the hand-held world. Just take a look through this very issue, for instance. And if you already have (which is not surprising, considering that this is the last spread in the magazine), take another look...

Back yet? Good. See, there's a lot in there, isn't there. And there's no better way to round off a fine issue's reviews than a fine and dandy competition! See the poster of PC Kid 3 on the centre pages? And right here? Well, you could win the original artwork! Just think, an one-off painting of one of the most famous video game characters ever could be adorning your bedroom wall! And because it's an original, it could be worth a couple of bob in a few years time (as a matter of fact, it cost us around seven-hundred quid to have it painted for us – blimey!).

So what have you got to do to win this tip-of-the-top prize? Because it's a piccy you'll be winning, we want you to whip out your crayons and do a bit of drawing yourselves. We want you to come up with a comic strip depicting PC Kid and the CVG boys in some daring adventure or other. It needn't be a work of art – and judging by some of the entries we receive for drawing competitions we'd be very surprised if they were – but it must be a good laugh. Oh yeah, and Rand says he wants to be the hero in them all 'cos he's the best.

So get scribbling, and once you've finished, shove it in an envelope and whisk it off to: GUESS WHO'S STUCK FOR A TWO-PAGE NEXT MONTH?, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Get your entries to us before July 14th, 1993, and try not to draw them on lined paper because it looks crap on the printed page. Good luck!



nth!

OH YEAH, WE'VE GOT LOADS OF TOP GAMES IN THE NEXT ISSUE TOO, SO DON'T FORGET TO GRAB AUGUST GO! FREE WITH CVG!

MEAN MACHINES IS REALLY GREAT

And that's our totally unbiased opinion

THE UK'S NUMBER ONE SEGA MAGAZINE
MEAN MACHINES SEGA
£2.50
NOV NO 2
EXCLUSIVE! JAMES BOND
EXCLUSIVE! ROAD RASH 2
'AVE SOME OF THAT!
SONIC 2 REVIEWED
STREET FIGHTER II RELEASE DATE ANNOUNCED INSIDE!

Well, alright, maybe we are a teeny bit influenced, but let's face it, what other mag gives you such hot news, such stunning previews and as many fantastic in-depth reviews of the latest games as MEAN MACHINE SEGA does?

MASSIVE 180 PAGE CHRISTMAS SPECIAL!
MEAN MACHINES SEGA
£3.95
DEC NO 3
EXCLUSIVE! MEGA-LO-MANIA FULL REVIEW!
ECCO MEGADRIVE GAME OF THE YEAR!
PGA TOUR
THE UK'S NO 1 SEGA MAG
EXCLUSIVE! PREDATOR II
£3.95
OCT NO 1
EXCLUSIVE! BATMAN RETURNS
FULLY PREVIEWED ON THE MEGA SEGA VIDEO!
THIS MAGAZINE COMES WITH AN AMAZING SONIC II PREVIEW VIDEO CASSETTE

THE UK'S NUMBER ONE SEGA MAGAZINE
MEAN MACHINES SEGA
£2.50
JAN NO 5
EXCLUSIVE! MICRO MACHINES! REVIEWED INSIDE!
EXCLUSIVE! SHINOBI III BEST NINJA GAME EVER?
SUPER KICK OFF!
WIN THE STUNNING AMSTRAD MEGA-PC — WORTH £1000!

MEAN MACHINES really is that good and it's in all good newsagents now priced £2.50